NINTENDO POWER THE *ONLY* GUIDE FROM Nintendo®

# POKÉMON®

# GOLD VERSION

# SILVER VERSION

OFFICIAL
Nintendo®
PLAYER'S GUIDE

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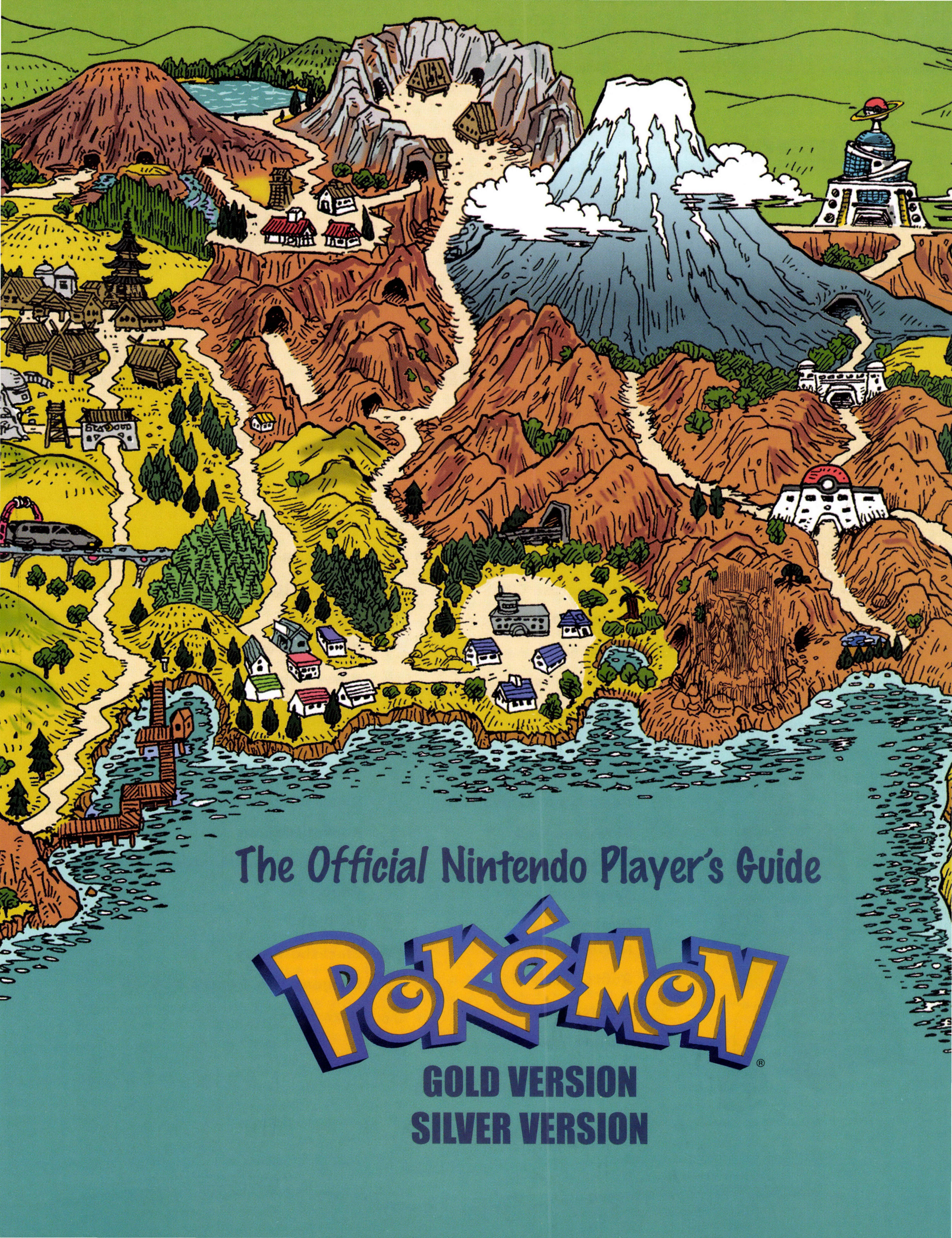

# The *Official* Nintendo Player's Guide

# POKéMON®

## GOLD VERSION
## SILVER VERSION

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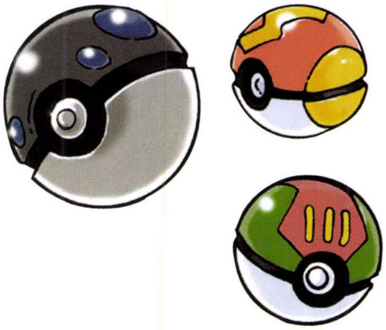

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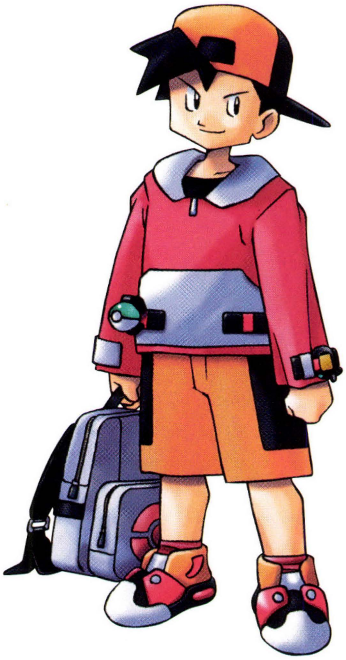

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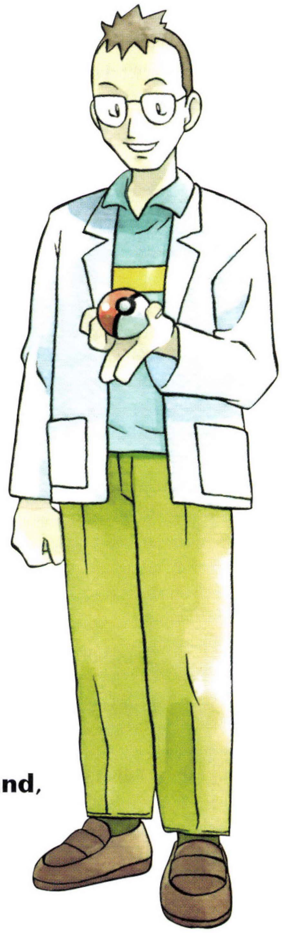

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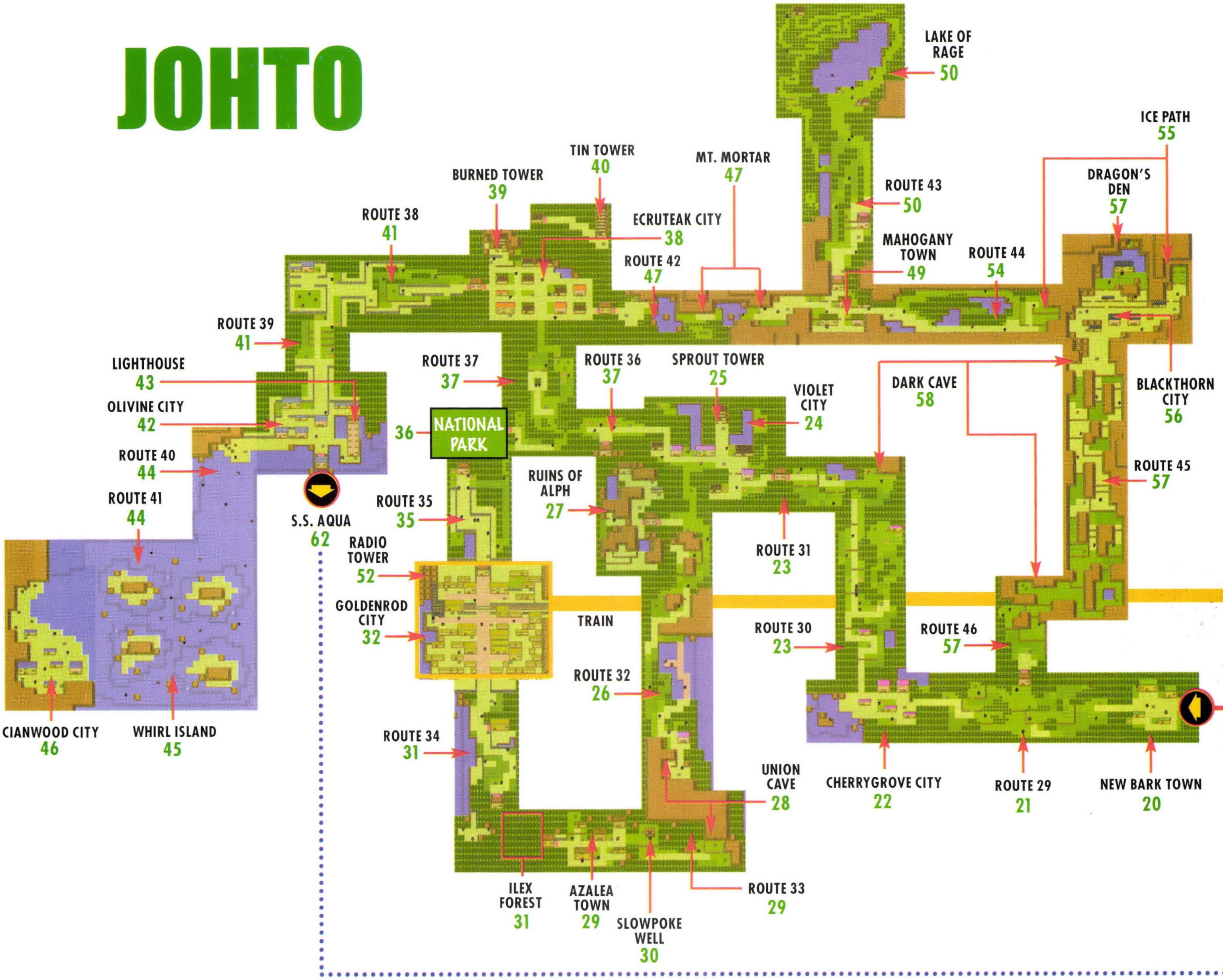
# World Map

Your Pokémon adventure begins in New Bark Town, located in the new world of Johto. Pokémon Gold & Silver also feature the world of Kanto, which Ash explored in Pokémon Red, Blue and Yellow. To reach parts of Kanto, you must be able to Surf to Route 26, ride the S.S. Aqua or take the train from Goldenrod City.

## JOHTO



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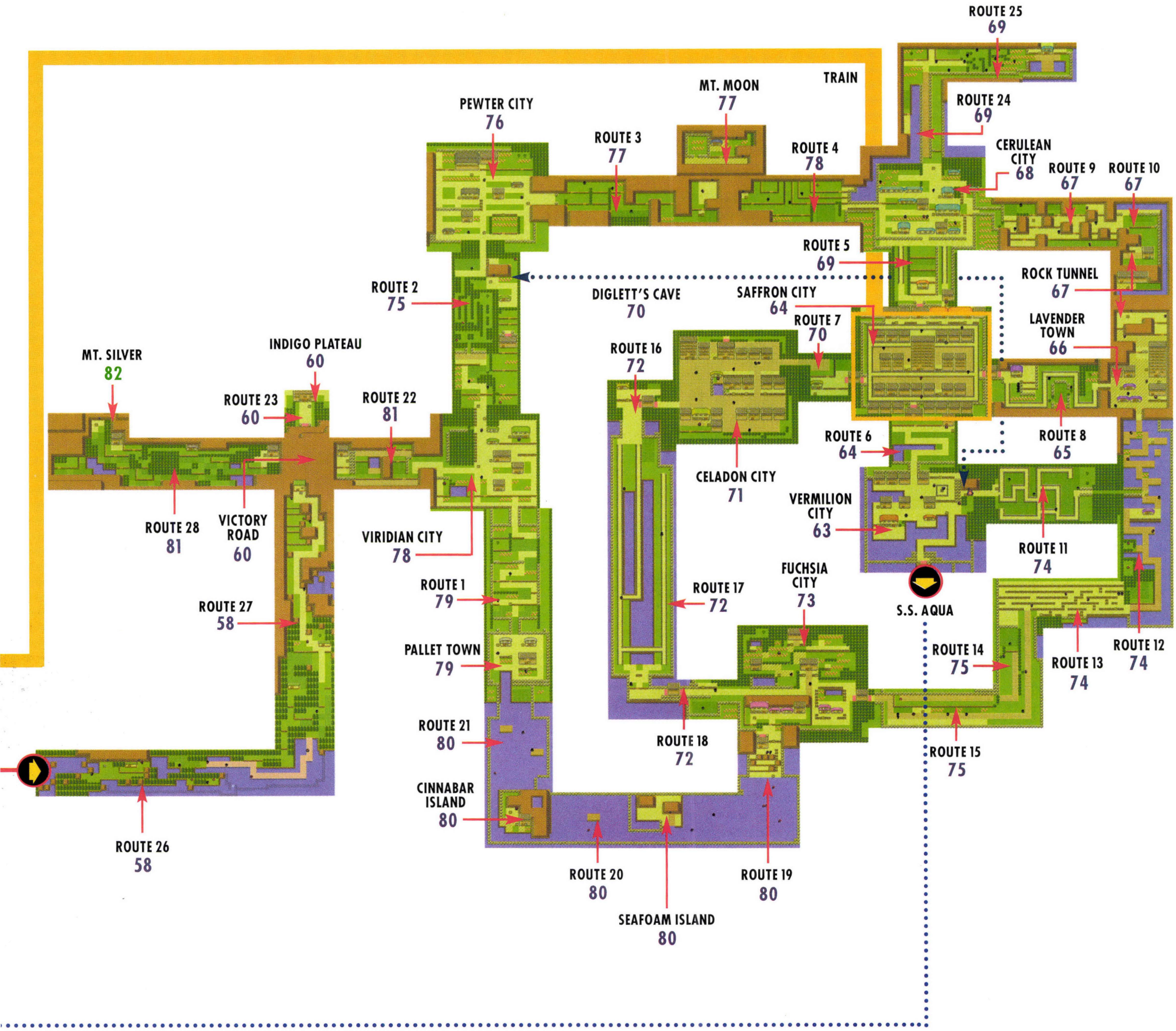
# KANTO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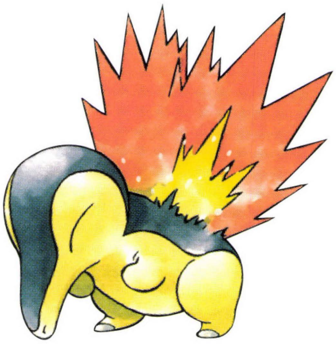
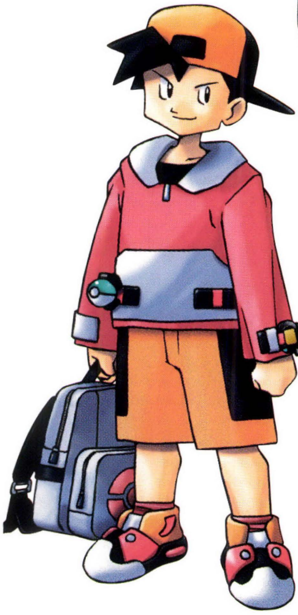
# Rise of the Pokémaster

**The life of a Trainer is an adventure filled with battles, travels and discoveries. You'll need to depend on your Pokémon to see you through the many challenges you'll face, so learn to use them wisely. Though you may not know much when you begin the journey, you can look to friends to teach you lessons along the way.**



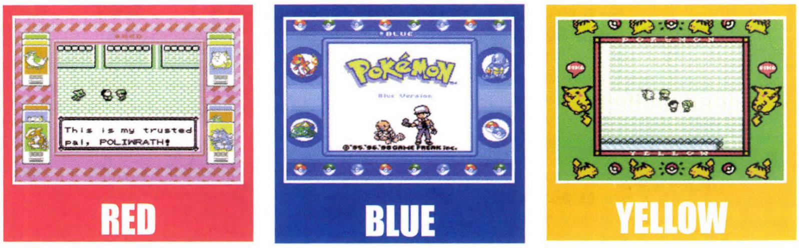


### HERO

Red has already made a name for himself as Gold and Silver begins, so you'll have to step into the shoes of another promising—but untested—Trainer. It's up to you to prove his greatness.

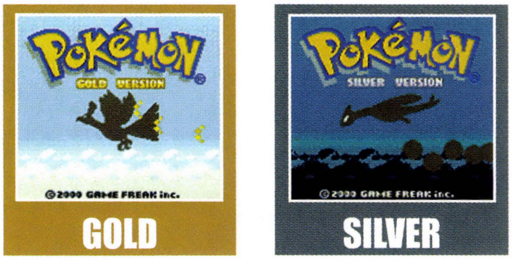
## SHINY NEW ADVENTURES

The three previous versions of Pokémon—Red, Blue and Yellow—offer variations of the same exciting adventure. Each version omits certain Pokémon in the wild. You can't use them in battle unless you import them from another version. The Gold and Silver versions are very different from the other three, but they're similar to each other. The games unveil a new batch of Pokémon and adventures, and you can still trade some Pokémon with the earlier versions.



This is my trusted pal, POLIWRATH!

Designed to be played on the original Game Boy and Super Game Boy systems, the first three versions of Pokémon started the craze to catch 'em all.

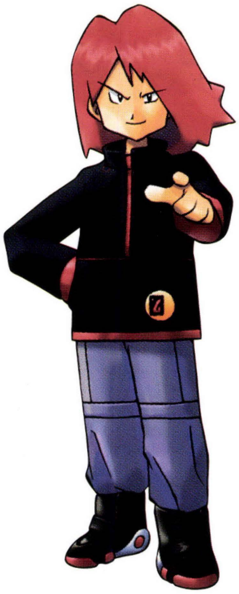


Gold and Silver offer two versions of a brand-new, full-color adventure. Even experienced Trainers will find plenty of surprises and challenges.

### RIVAL

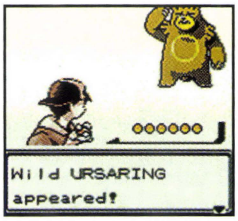
What is this guy's problem? If you ask him, the problem is YOU. It's usually best to avoid people like him, but the game doesn't give you the option. Settle your conflicts with Pokémon.

...Oh, it's you.



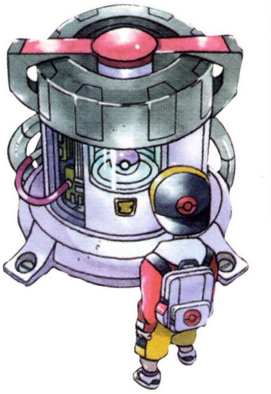
## METALLIC MARVELS

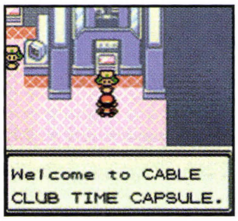
Gold and Silver sport a colorful new look and a slew of new Pokémon. You'll find the new additions scattered among the more familiar Pokémon as you make your way from battle to battle. Try your hand at new attacks and witness surprising evolutions while filling your Pokédex with the latest discoveries. Along with the advances in Pokémon studies comes technological innovation. Scientists have been hard at work concocting new inventions—like the multipurpose Pokégear your character wears on his wrist—and improving old ones to help you collect and maintain your Pokémon.



Wild URSARING appeared!

Some unfamiliar faces will pop up in the tall grass. Dozens of new Pokémon make their debuts, giving you reason enough to take up the Poké Ball again.



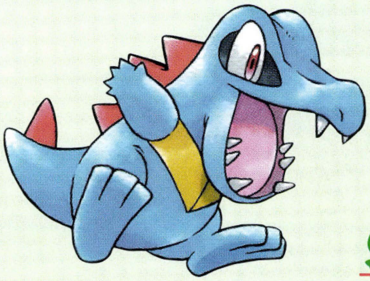


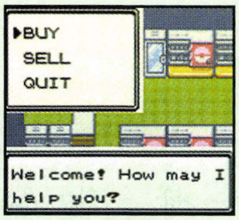
Welcome to CABLE CLUB TIME CAPSULE.

The Time Capsules in Gold and Silver allow you to trade Pokémon with the Red, Blue and Yellow versions. You can't use it right away, though. You'll have to earn it.

## Battle Your Way to the Championship

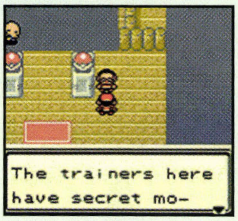
**Until you start building up your Pokémon and winning battles, you're just one more ambitious Trainer in a world filled with like-minded enthusiasts. The other Trainers you'll meet will be happy to test your skills for small wagers and, sometimes, major prizes like Hidden Machines (HM). The battles will get tougher as you progress from town to town.**



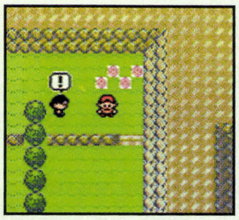

▶BUY
SELL
QUIT

Welcome! How may I help you?

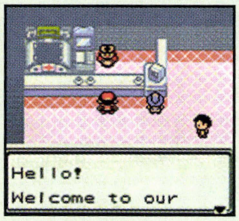
It takes more than skill to be a successful Pokémon Trainer. You'll need supplies. Stop by the Pokémon Mart to pick up Poké Balls and other goodies.


The trainers here have secret mo-

Stay sharp when you wander into new towns—there may be interesting challenges ahead. Seek out Gyms and other Trainer haunts.



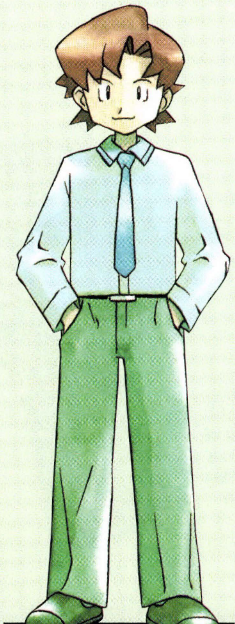
Many of the people you'll meet just want to talk. Others want to do battle. You'll recognize the latter by the exclamation points that appear above their heads.

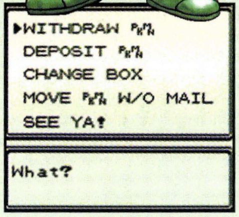

Hello! Welcome to our

Even powerful Pokémon need first aid now and then. Take them to the Pokémon Center, where friendly attendants will administer the required TLC.

## Support Group

**BILL**

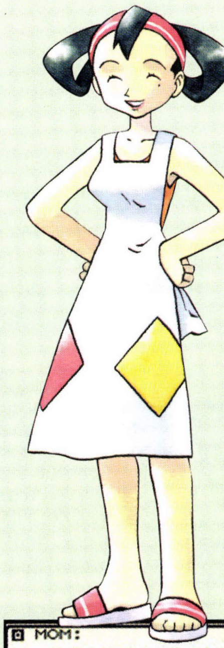


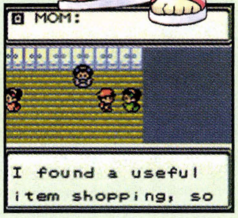

▶WITHDRAW PKMN
DEPOSIT PKMN
CHANGE BOX
MOVE PKMN W/O MAIL
SEE YA!

What?

You may remember Bill from Red, Blue and Yellow, but you might not have realized his major contributions to the world of Pokémon. His research made it possible to store Pokémon electronically.

**MOM**

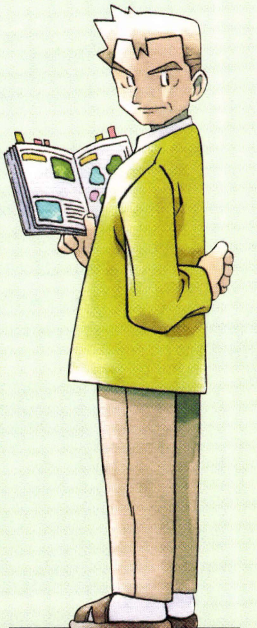


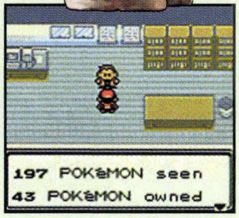

MOM:

I found a useful item shopping, so

Not only does Mom provide you with the moral support every Trainer needs, she helps you save money and buys you stuff. When you win money, send some to the First Bank of Mom.

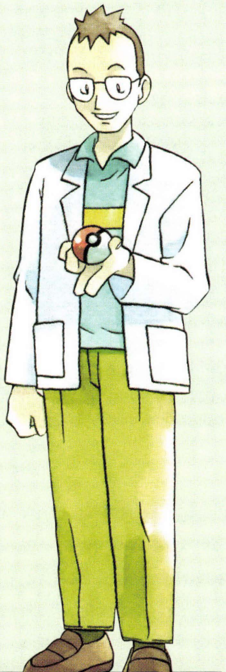
**PROF. OAK**

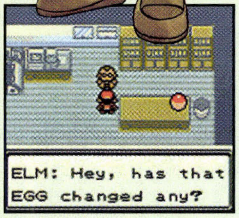



197 POKéMON seen
43 POKéMON owned

Widely regarded as the preeminent expert on Pokémon, Professor Oak's consulting services are in high demand in Gold and Silver. He'll give you an important gift when you first meet him.

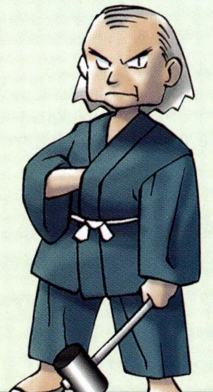
**PROF. ELM**

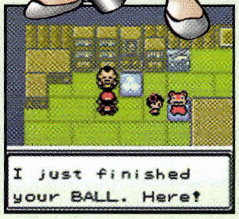



ELM: Hey, has that EGG changed any?

If Oak is the legendary master of Pokémon research, then Professor Elm is its rising star. It's lucky for you that his lab is right down the street from your house. Stop by when you start your adventure.

**KURT**



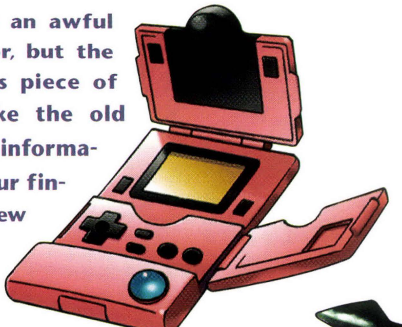

I just finished your BALL. Here!

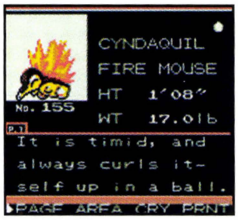
A short guy with a short name, Kurt is a renowned Poké Ball craftsman. Bring him your Apricorns so he can transform them into special balls for capturing particular Pokémon.

## TRAINING TRENDS

In addition to introducing plenty of new Pokémon, Gold and Silver offer a variety of new ways to collect them and take care of them. Time plays a much more important role in the new adventures, and you'll need to embrace some new technologies and discoveries to get the most out of your adventure.

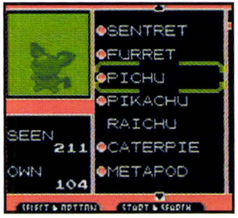
**NEW POKéDEX** **It looks an awful lot like a Game Boy Color, but the new Pokédex is a serious piece of scientific equipment. Like the old device, it puts important information about Pokémon at your fingertips, plus it has a new look and new features.**



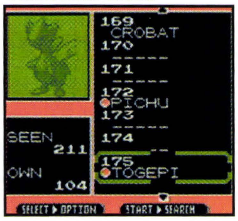

CYNDAQUIL
FIRE MOUSE
HT 1'08"
No. 155
WT 17.0lb
It is timid, and always curls itself up in a ball.

Pokémon are added to the Pokédex automatically when you have contact with them. Once you capture a particular Pokémon, you'll get more detailed information.

**Evolutionary Mode**

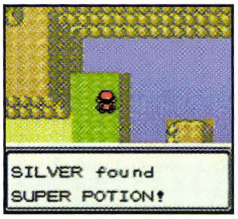

SENTRET
FURRET
PICHU
PIKACHU
RAICHU
CATERPIE
METAPOD
SEEN 211
OWN 104

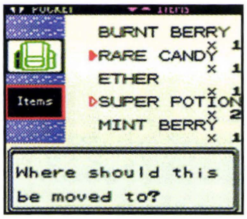
**Numerical Mode**

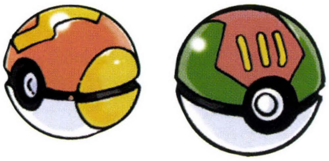

169 CROBAT
170 -----
171 -----
172 PICHU
173 -----
174 --
175 TOGEPI
SEEN 211
OWN 104

**SWITCHING MODES**
The default display mode in the Pokédex shows the proper evolutionary order of Pokémon when new evolutionary species, like Pichu, are added to the list. You can also view them in numerical order or alphabetically.

**PACK** **It doesn't look very big, but you can put a lot of items into your backpack. Found items are automatically put into their proper compartments in the pack, so you can easily access them during battle. When you have more than one of a specific item, a number beneath it indicates the amount.**

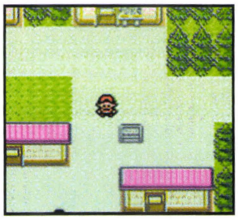

SILVER found SUPER POTION!


BURNT BERRY × 1
RARE CANDY × 1
ETHER × 1
SUPER POTION × 2
MINT BERRY × 1
Where should this be moved to?

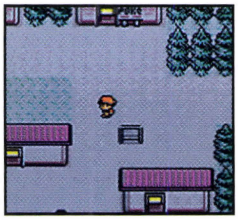


**NEW DAY RISING** **The world keeps turning in Pokémon Gold and Silver even when you aren't playing the game. If you save your game in the daytime then continue it at night, you'll be standing in the same place but it will be dark outside.**

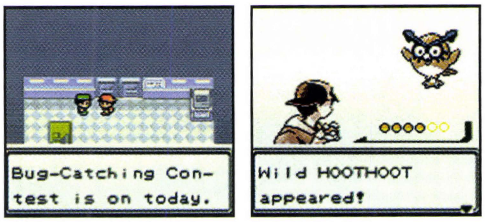
**Day**



**Night**

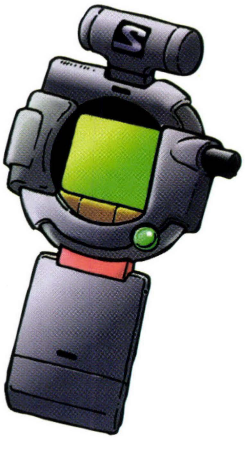


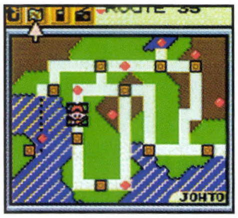
When you enter the time and date at the beginning of the game, you'll start a cycle of days, nights and weeks that will continue as you play the game.


Bug-Catching Contest is on today.
Wild HOOTHOOT appeared!

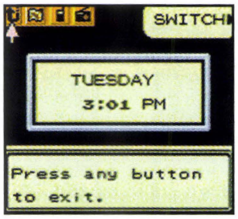
Certain Pokémon, like Hoothoot, are found in the wild only at night. Some events happen even less frequently, so pay attention to the day of the week.

**POKéGEAR** **After you use your Pokégear for a while, you'll wonder how you ever got along without it. The device is a combination map, clock, calendar, cell phone and radio. It's often the first thing you reach for when you're stuck in the game.**

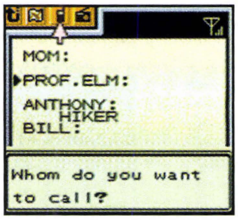




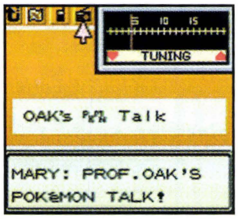
It's always a good idea to check your map when you aren't sure where to go or what to do. It shows your position relative to nearby landmarks. You can also access the map in the Pokédex to show Pokémon habitats.


TUESDAY
3:01 PM
Press any button to exit.

If you set up your game clock correctly, the day and time in the game should be the same as reality. It's good to know you can check, however.

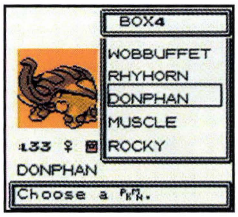

MOM:
▶PROF.ELM:
ANTHONY: HIKER
BILL:
Whom do you want to call?

You won't have to remember phone numbers when you use the Pokégear's phone. Important people are listed on speed dial.

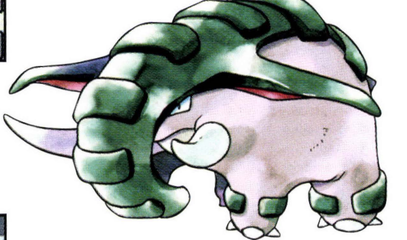

OAK's PKMN Talk
MARY: PROF.OAK'S POKéMON TALK!

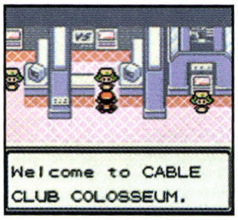
The radio is an optional feature of the Pokégear that you'll eventually earn. You'll find the subject matter compelling, even if you hate talk radio.

**POKéMON CENTER** **Most towns have Pokémon Centers that service your Pokémon needs. In addition to healing what ails your embattled creatures, the center also offers free storage, a Trade Center and a Colosseum.**

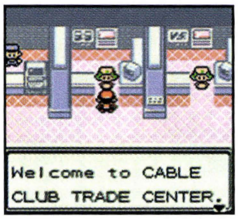

BOX4
WOBBUFFET
RHYHORN
DONPHAN
MUSCLE
ROCKY
№33 ♀
DONPHAN
Choose a PKMN.

You can carry up to six Pokémon with you at a time. When you have a full load, captured Pokémon are automatically put in storage. Find a Pokémon Center PC to retrieve or deposit them.

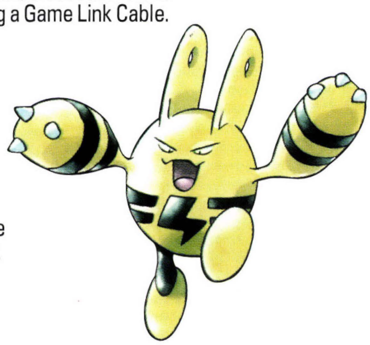



Welcome to CABLE CLUB COLOSSEUM.

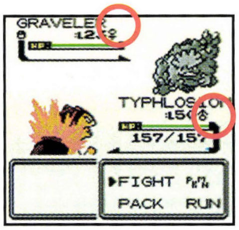
If you need to settle a dispute or you just want to engage in a friendly sparring match, step up to the Cable Club Colosseum to battle another Trainer using a Game Link Cable.


Welcome to CABLE CLUB TRADE CENTER.

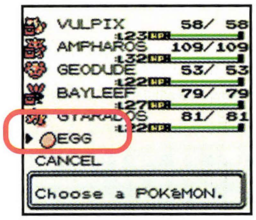
If you want to trade Pokémon with another Trainer, hook up a Game Link Cable to his or her Game Boy then go to the Cable Club Trade Center.



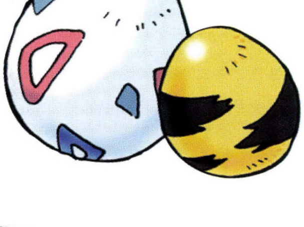
**POKéMON EGG** **Pokémon researchers have uncovered exciting news about Pokémon reproduction. Pokémon eggs have been discovered in the wild, and it's starting to look like the unhatched creatures are produced by interaction between male and female Pokémon.**

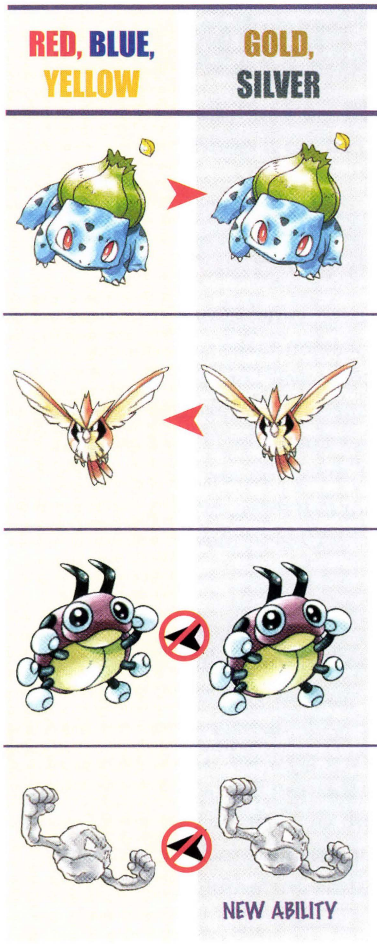


You'll notice during battle that most Pokémon have a gender symbol beside their name. Although most Pokémon are either male or female, some, such as Ditto, have no designation.


VULPIX 58/ 58
:L23 HP:
AMPHAROS 109/109
:L32 HP:
GEODUDE 53/ 53
:L22 HP:
BAYLEEF 79/ 79
:L27 HP:
GYARADOS 81/ 81
:L22 HP:
▶ EGG
CANCEL
Choose a POKéMON.

Anyone familiar with the Pokémon television series shouldn't be surprised that Togepi hatches from an egg, but it isn't an exceptional feat.





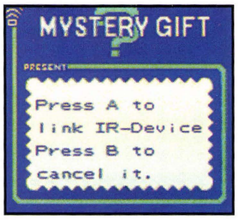
**✓YES**
Any Pokémon found in Red, Blue or Yellow can be transferred to Gold or Silver.

**✓YES**
Any of the original 151 Pokémon can be transferred from Gold or Silver to Red, Blue or Yellow.

**X NO**
None of the new Pokémon found in Gold or Silver can be transferred to Red, Blue or Yellow.

**X NO**
None of the original 151 Pokémon with new abilities learned in Gold or Silver can be transferred to Red, Blue or Yellow.

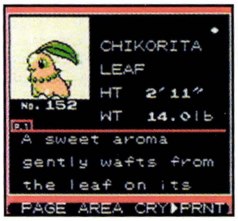
**MYSTERY GIFT** **After a girl in the Goldenrod City department store reveals the Mystery Gift function to you, it will appear on your game's Start menu. Find another Trainer then beam cool stuff to each other through your IR ports.**


MYSTERY GIFT
PRESENT
Press A to link IR-Device
Press B to cancel it.

**POKéMON PIKACHU** **Pokémon Pikachu players also have many gifts to share. Use the Mystery Gift function in Gold or Silver to beam things like decorations between the two games.**

POKéMON PIKACHU 2

**POKéDEX PRINTS** **If you want to keep a paper record of all the entries in your Pokédex, select the Print function on the bottom menu to print them using the Game Boy Printer.**

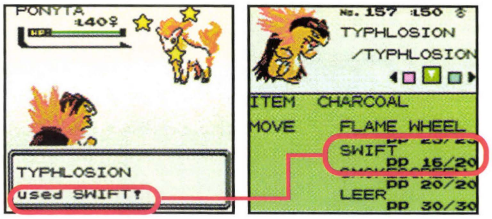

CHIKORITA
LEAF
HT 2′11″
WT 14.0lb
No. 152
P.1
A sweet aroma gently wafts from the leaf on its
PAGE AREA CRY ▶PRNT

# Battle Strategies

**Pokémon love to fight, so you'll have to battle most of them before you'll be able to catch them. Learn how to put up a good fight by getting down the basics of battling.**

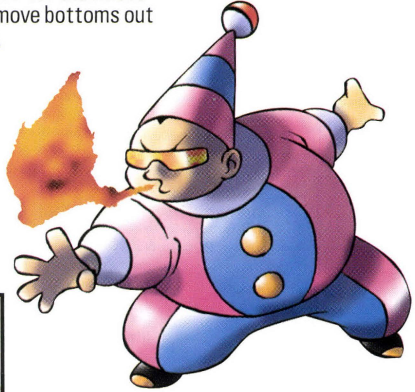
## HIT AND POWER POINTS

Your Pokémon's health is measured by its Hit Points, or HP. In battle, the damage your Pokémon takes will drain its HP. If its HP reaches zero, your Pokémon will faint and be out of commission until you treat it with a special item (like a Revive) or check it in at a Pokémon Center. Power Points, or PP, measure your Pokémon's abilities. The number of times you can use an attack depends on how many PP you have for that move. Every time you use an attack, you'll spend one PP, so choose your moves wisely.


PONYTA
L40♀
HP
No. 157 L50 ♂
TYPHLOSION
/TYPHLOSION
ITEM CHARCOAL
MOVE FLAME WHEEL
SWIFT
PP 16/20
PP 20/20
LEER
PP 30/30

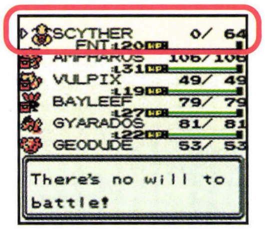
TYPHLOSION used SWIFT!

Every time you use an attack, your PP for that move goes down by one. If your PP for a move bottoms out at zero, you won't be able to use it.



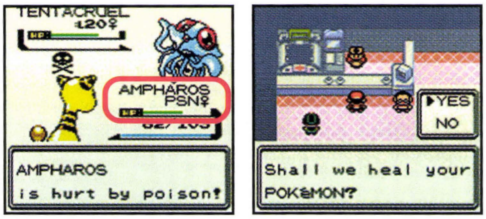
## SPECIAL EFFECTS

Most attacks take their toll on the victim's HP only. Other attacks are a little trickier and affect the targeted Pokémon's composure or inflict it with damage that lasts for the entire battle or until the effect is reversed. Those types of attacks are good to open with since they can help you weaken your opponent early. Attacks like Absorb can help you soak up your rival's HP, while a poison attack can continue to harm your opponent while you spend subsequent turns unleashing other attacks on it.


SCYTHER 0/ 64
FNT L20 HP
AMPHAROS 106/ 106
L31 HP
VULPIX 49/ 49
L19 HP
BAYLEEF 79/ 79
L27 HP
GYARADOS 81/ 81
L22 HP
GEODUDE 53/ 53

There's no will to battle!

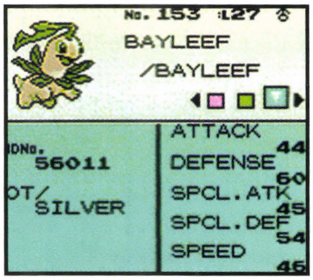
Some attacks continue to do damage throughout the battle. If your Pokémon is hit by one, the attack can drain all its HP, so beware.


TENTACRUEL
L20♀
HP
AMPHAROS
PSN♀
▶YES
NO

AMPHAROS is hurt by poison!

Shall we heal your POKéMON?

If your Pokémon falls victim to an attack with long-lasting side effects, give it immediate attention before your Pokémon faints. Some attacks like poison ones will continue to hurt your Pokémon until you cure it with a special item or take it to a Pokémon Center.


No. 153 L27 ♂
BAYLEEF
/BAYLEEF

IDNo. 56011

OT/ SILVER

ATTACK 44

DEFENSE 60

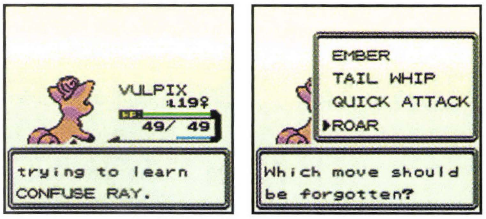
SPCL.ATK 45

SPCL.DEF 54

SPEED 46

## LEARNING FROM EXPERIENCE

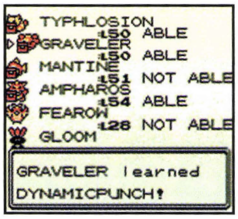
After every battle you send your Pokémon into, your Pokémon will gain experience points (even if you call it back before it gets a chance to fight). As your Pokémon racks up experience points (EXP. Points), it will eventually mature to a new level. When Pokémon reach certain levels, they will automatically learn certain advanced moves. Enter all your Pokémon into as many battles as you can so they can develop new attacks and grow to new levels.


VULPIX
L19♀
HP
49/ 49
EMBER
TAIL WHIP
QUICK ATTACK
▶ROAR

trying to learn CONFUSE RAY.

Which move should be forgotten?

Your Pokémon can have four different attacks at one time, so you must make room for new moves if you want your Pokémon to learn a new attack.


TYPHLOSION
L50 ABLE
▶GRAVELER
L50 ABLE
MANTINE
L51 NOT ABLE
AMPHAROS
L54 ABLE
FEAROW
L28 NOT ABLE
GLOOM

GRAVELER learned DYNAMICPUNCH!

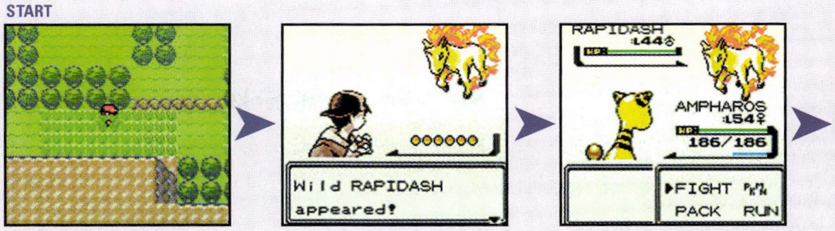
You can also teach your Pokémon HMs and TMs. Your Pokédex will show you who can learn them.

## IN THE HEAT OF BATTLE

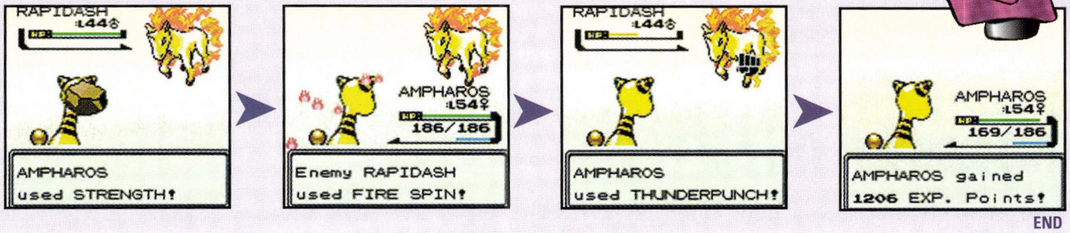
Pokémon battles go down in one of two ways. Some Pokémon don't have owners, so you may encounter them in the wild. Other Pokémon have been trained, and you'll battle their Trainers to win experience points, money or even a badge.

### WILD POKéMON

Walk through grassy places, caves and other areas to find wild Pokémon. Once you've chosen the Pokémon you want to send into battle, the fighters will take turns attacking one another. You can't catch Pokémon that are owned by Trainers, but wild Pokémon are up for grabs. Catch one with a Poké Ball after weakening it or go ahead and defeat it if you want to earn even more experience points.


START
RAPIDASH
:L44
AMPHAROS
:L54
186/186
FIGHT
PKMN
PACK
RUN

Wild RAPIDASH appeared!


RAPIDASH
:L44
AMPHAROS
:L54
186/186
169/186
END

AMPHAROS used STRENGTH!

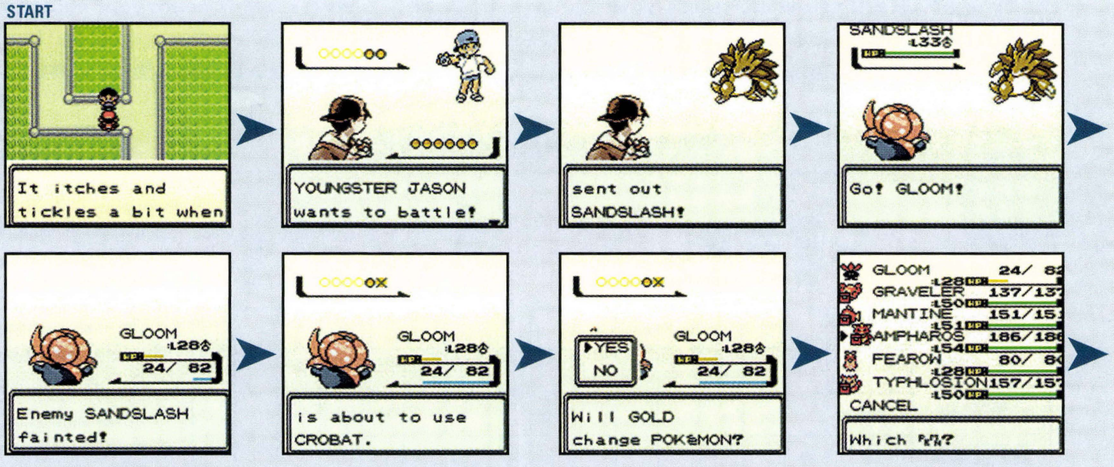
Enemy RAPIDASH used FIRE SPIN!

AMPHAROS used THUNDERPUNCH!

AMPHAROS gained 1206 EXP. Points!

### POKéMON TRAINER

The routes are populated by Pokémon Trainers who are eager to compete with you. All Trainers, including yourself, can enter six Pokémon into a battle, so a matchup against a Trainer may last six rounds. After you've defeated one of the rival Trainer's Pokémon, you'll have a chance to call in another one of your Pokémon without losing a turn. If you defeat all of the Trainer's Pokémon, you'll win the battle along with some money and experience to boot!


START
SANDSLASH
:L33
GLOOM
:L28
24/ 82
YES
NO
GLOOM :L28 24/ 82
GRAVELER :L50 137/137
MANTINE :L51 151/151
AMPHAROS :L54 186/186
FEAROW :L28 80/ 80
TYPHLOSION :L50 157/157
CANCEL

It itches and tickles a bit when

YOUNGSTER JASON wants to battle!

sent out SANDSLASH!

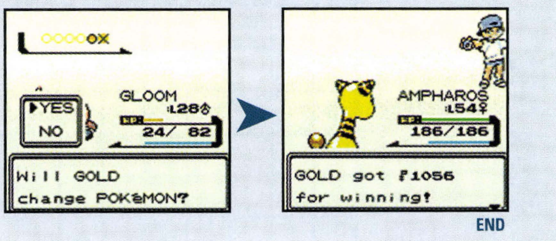
Go! GLOOM!

Enemy SANDSLASH fainted!

is about to use CROBAT.

Will GOLD change POKéMON?

Which PKMN?

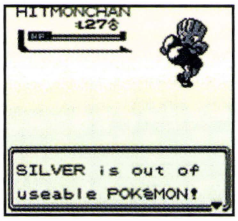

YES
NO
GLOOM
:L28
24/ 82
AMPHAROS
:L54
186/186
END

Will GOLD change POKéMON?

GOLD got ₽1056 for winning!

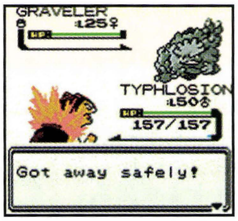
## WORST-CASE SCENARIOS

Battling isn't easy, so there's always a chance you'll find yourself struggling through a losing battle. If things are looking grim, swallow your pride and run. There's no penalty for leaving a battle with a wild Pokémon, so escape if you can. You can't escape a battle with a Trainer.


HITMONCHAN
:L27

SILVER is out of useable POKéMON!

If you get wiped out and all of your Pokémon end up fainting, you will faint as well. You'll wake up in the last Pokémon Center you visited.

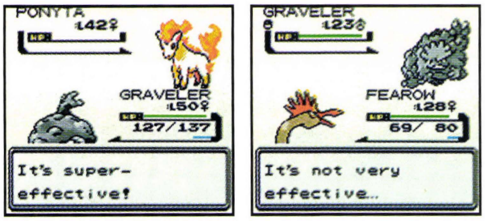

GRAVELER
:L25
TYPHLOSION
:L50
157/157

Got away safely!

If the going gets tough, don't be afraid to run away. You can escape battles with wild Pokémon, so don't push it if you're close to being defeated.

## TYPECASTING FOR COMBAT

In the previous games, there were 15 types to catch. Gold and Silver add two new types to the mix, bringing the total of Pokémon types to 17. Whatever type your Pokémon may be, it will sport some general characteristics that are directly related to its type. Water-types have aquatic abilities and characteristics, and they have a natural advantage over Fire-type Pokémon, which boast heat-related characteristics.



PONYTA :L42♀

GRAVELER :L50♀ 127/137

It's super-effective!

GRAVELER :L23♂

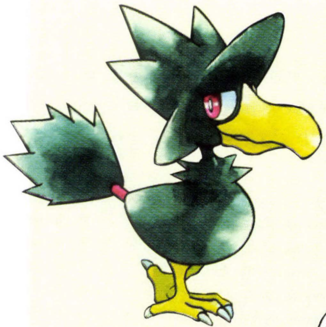
FEAROW :L28♀ 69/ 80

It's not very effective…

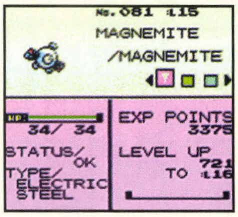
Pokémon have strengths and weaknesses based on their type. The effectiveness of your attack will depend on the type of both your Pokémon and the Pokémon it's fighting.

## TWO NEW TYPES

### DARK & STEEL



In addition to the 15 Pokémon types featured in the Red, Blue and Yellow versions, Gold and Silver introduce two new types of Pokémon, Dark-type and Steel-type.



No.081 :L15

MAGNEMITE

/MAGNEMITE

HP 34/ 34

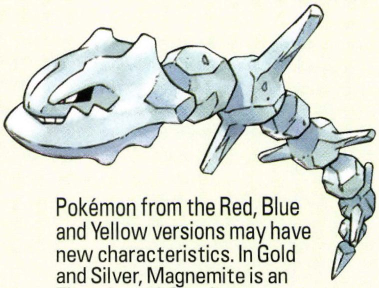
STATUS/ OK

TYPE/ ELECTRIC STEEL

EXP POINTS 3375

LEVEL UP 721

TO :L16



Pokémon from the Red, Blue and Yellow versions may have new characteristics. In Gold and Silver, Magnemite is an Electric-and-Steel-type.

# COMBAT CHART

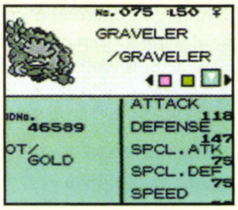
**The chart below shows how effective different types of attacks are against different types of Pokémon. Match up the type of attack you want to use with the type of Pokémon you want to use it against to get a good idea of the outcome of your battle. A plus sign (+) means that your attack will have an advantage. For example, a Water-type attack will give you the upper hand against a Fire-type Pokémon. A minus sign (-) means your attack won't be effective, an equal sign (=) means the attack will have no effect, while an empty box indicates the attack will have its standard effect.**

**OPPONENT'S POKéMON TYPE**

| YOUR ATTACK TYPE | NORMAL | FIRE | WATER | ELECTRIC | GRASS | ICE | FIGHTING | POISON | GROUND | FLYING | PSYCHIC | BUG | ROCK | GHOST | DRAGON | DARK | STEEL |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| NORMAL | | | | | | | | | | | | | - | = | | | - |
| FIRE | | - | - | | + | + | | | | | | + | - | | - | | + |
| WATER | | + | - | | - | | | | + | | | | + | | - | | |
| ELECTRIC | | | + | - | - | | | | = | + | | | | | - | | |
| GRASS | | - | + | | - | | | - | + | - | | - | + | | - | | - |
| ICE | | - | - | | + | - | | | + | + | | | | | + | | - |
| FIGHTING | + | | | | | + | | - | | - | - | - | + | = | | + | + |
| POISON | | | | | + | | | - | - | | | | - | - | | | = |
| GROUND | | + | | + | - | | | + | | = | | - | + | | | | + |
| FLYING | | | | - | + | | + | | | | | + | - | | | | - |
| PSYCHIC | | | | | | | + | + | | | - | | | | | = | - |
| BUG | | - | | | + | | - | | | - | + | | | - | | + | - |
| ROCK | | + | | | | + | - | | - | + | | + | | | | | - |
| GHOST | = | | | | | | | | | | + | | | + | | - | - |
| DRAGON | | | | | | | | | | | | | | | + | | - |
| DARK | | | | | | | - | | | | + | | | + | | - | - |
| STEEL | | - | - | - | | + | | | | | | | + | | | | - |

## BALANCED ATTACKS

Your Pokédex rates your Pokémon in five categories: Attack, Defense, Speed, Special Attack and Special Defense. Each category measures a different characteristic crucial to battling (refer to the definitions below for specifics), so balance your attacks to cover all angles. Besides the addition of Dark- and Steel-type Pokémon, Gold and Silver also add a new twist by changing Poison-type assaults from Special attacks to physical attacks.



No.075 :L50 ♀

GRAVELER

/GRAVELER

IDNo. 46589

OT/ GOLD

ATTACK 118

DEFENSE 147

SPCL.ATK 75

SPCL.DEF 75

SPEED

**ATTACK** Attack measures the power of physical attacks, which appear in orange on the chart.

**DEFENSE** How well your Pokémon can withstand a physical attack depends on its Defense rating.

**SPEED** The Speed rating determines who attacks first. The Pokémon with the higher Speed rating gets the first move.

**SPECIAL ATTACK** Nonphysical attack power is measured by the Special attack rating. Special attacks appear in blue on the chart.

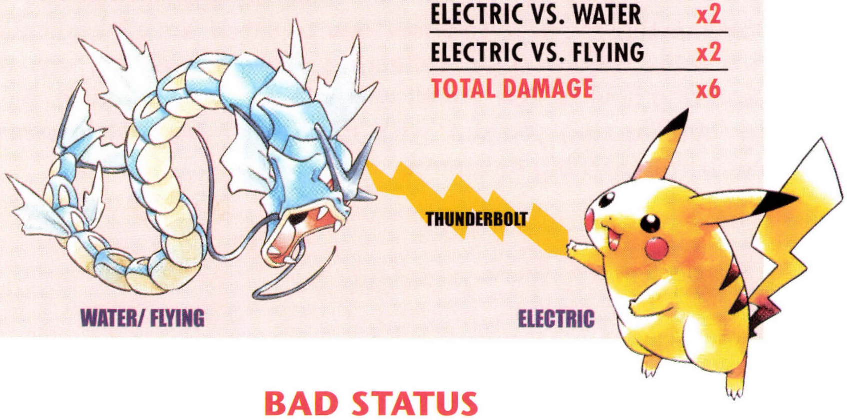
**SPECIAL DEFENSE** Your Pokémon's ability to withstand Special Attacks is determined by its Special Defense rating.

## ATTACK ADVANTAGE

Dual-type Pokémon (like Water-and-Flying-type, Gyarados) can have a double advantage, since they boast two sets of characteristics. But they can also be at a double disadvantage if you pit the right Pokémon against it. In the example, Electric-type Pikachu boosts its Thunderbolt attack by 1.5 times since both the attack and the Pokémon are of the same type. The attack strength is then multiplied by two since Electric-types have an advantage over Water-types. But that's not all—Electric-types also dominate over Flying-types, so the total damage is multiplied by two yet again!

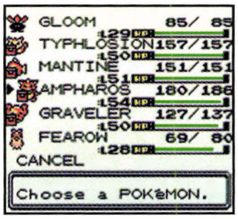
**EXAMPLE:**
**PIKACHU VS. GYARADOS**

| | |
|---|---|
| THUNDERBOLT ATTACK | x1.5 |
| ELECTRIC VS. WATER | x2 |
| ELECTRIC VS. FLYING | x2 |
| TOTAL DAMAGE | x6 |



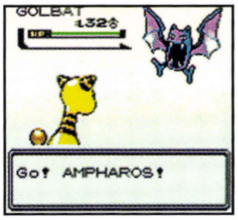
## TEAM TACTICS

To guarantee that you have the perfect Pokémon for every battle, you should assemble a well-rounded team of all types. It's also a good idea to have at least one Pokémon with a low experience level. That way, you'll have a Pokémon you can use for battling wild Pokémon. If you battle them using one of your experienced team members instead, you might defeat the wild Pokémon before you have a chance to capture them.



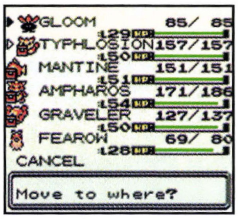
```
GLOOM          85/ 85
        L29 HP:
TYPHLOSION    157/157
        L50 HP:
MANTINE       151/151
        L51 HP:
▶AMPHAROS     180/186
        L54 HP:
GRAVELER      127/137
        L50 HP:
FEAROW         69/ 80
        L28 HP:
CANCEL
Choose a POKéMON.
```

Pokémon go into battle one at a time. The Pokémon at the top of your list will be the first one to enter the fight.



```
GOLBAT
  L32♂
Go! AMPHAROS!
```

You can switch Pokémon during battle. Call in a substitute when your current Pokémon is close to fainting.



```
▶GLOOM         85/ 85
        L29 HP:
▷TYPHLOSION   157/157
        L50 HP:
MANTINE       151/151
        L51 HP:
AMPHAROS      171/186
        L54 HP:
GRAVELER      127/137
        L50 HP:
FEAROW         69/ 80
        L28 HP:
CANCEL
Move to where?
```

Put an inexperienced Pokémon at the top of your list to build its level. As long as it enters a battle (you can call it back before it fights), it will gain experience.

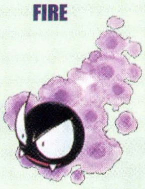
### Sample Team

**You can gather up to six Pokémon for your team. Since every type of Pokémon has a unique natural advantage over other types, you should assemble six diverse Pokémon. Avoid putting together a team made up of one or few types. Instead, assemble a motley crew like the sample team so you can cover many bases.**

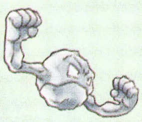
**VULPIX**
**FIRE**

**MAREEP**
**ELECTRIC**

**CHIKORITA**
**GRASS**

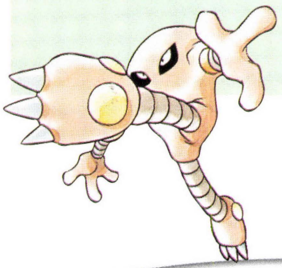


**GASTLY**
**POISON/ GHOST**



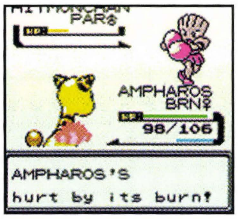
**GEODUDE**
**ROCK/ GROUND**

**PIDGEY**
**NORMAL/ FLYING**



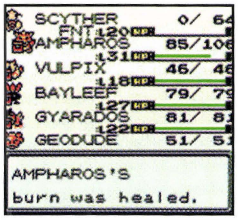
## BAD STATUS

Sometimes it doesn't matter how good of a match your team is for the particular type of Pokémon you're facing. Attacks that boost your attributes or enhance evasiveness can help even the playing field if your type isn't quite the perfect foil for the type of foe you're facing.



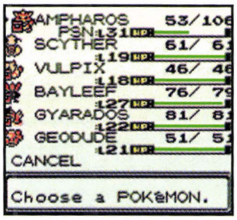
```
PAR♂
AMPHAROS
BRN♀
HP:
98/106
AMPHAROS'S
hurt by its burn!
```

Attacks with longer-term effects such as Thunder Wave or Poison Powder can also help you get an advantage if you happen to be matched up against a Pokémon type that has the upper hand.



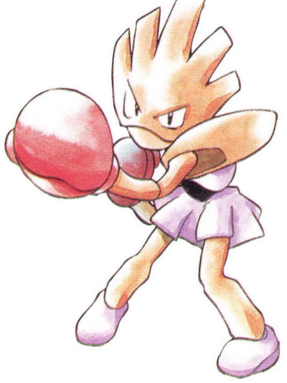
```
SCYTHER         0/ 64
    FNT L20 HP:
AMPHAROS       85/106
        L31 HP:
VULPIX         46/ 46
        L18 HP:
BAYLEEF        79/ 79
        L27 HP:
GYARADOS       81/ 81
        L22 HP:
GEODUDE        51/ 51
AMPHAROS'S
burn was healed.
```

If you're attacked by a lasting attack that puts your Pokémon to sleep or burns it, you'll be under its spell or feel the burn until you cure the Pokémon or the effect wears off.



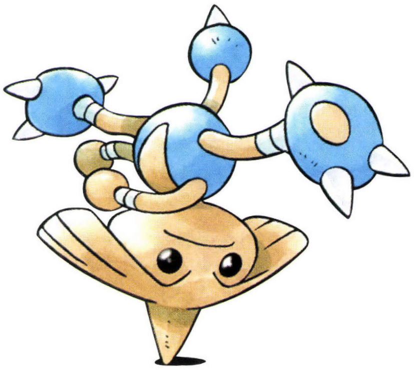
```
AMPHAROS       53/106
    PSN L31 HP:
SCYTHER        61/ 61
        L19 HP:
VULPIX         46/ 46
        L18 HP:
BAYLEEF        76/ 79
        L27 HP:
GYARADOS       81/ 81
        L22 HP:
GEODUDE        51/ 51
        L21 HP:
CANCEL
Choose a POKéMON.
```

If your Pokémon is a victim of a lasting attack, pull it out of battle before it faints or heal it with an item. Sleep and Confusion are the only two effects that wear off—the others last until your Pokémon is healed.



# Catch 'Em All!

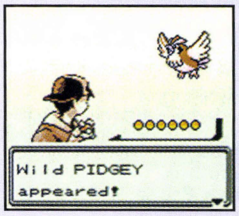
To be a Pokémaster, you have to know how to catch 'em all, and collecting Pokémon is a lot tougher than collecting other things like, say, stamps. Besides, knowing how to lick 'em all will help you only in battle. Be a true master by familiarizing yourself with more than just battle strategies. Master the art of catching Pokémon.



## SEVEN WAYS TO GET POKéMON

To fill up your Pokédex, you must see every Pokémon out there. You can catch some, while other Pokémon will appear only through evolution. In either case, you must have plenty of Poké Balls on hand for storing them. Poké Balls come in different strengths, so stock up on the good ones to make catching 'em all a manageable pursuit.

### 1. WILD POKéMON



Wild PIDGEY appeared!

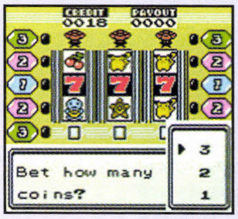
Free-roaming Pokémon often lurk in grassy areas and caves. Scour the thick greenbelts to find a wild Pokémon ready for battle. Weaken it, then capture it.

### 2. FISHING

Oh! A bite!

The sea is flooded with Pokémon. Stand at the shore and try your luck fishing for a new Pokémon to round out your collection. You can also ecounter Pokémon when you surf.

### 3. SPECIAL SITUATIONS

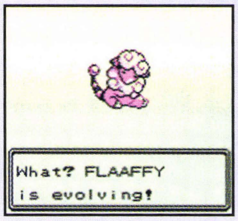


CREDIT 0018 PAYOUT 0000

Bet how many coins?

Key events in the game can also add a Pokémon to your party. Trading with towns-people or playing games like the slot machine can get you a step closer to earning a new addition.

### 4. LEVEL-UP EVOLUTION

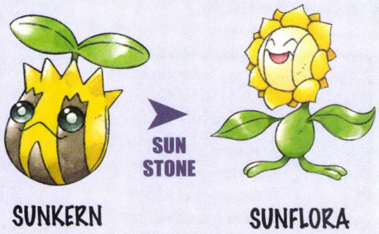


What? FLAAFFY is evolving!

Pokémon can also evolve into other Pokémon. The most basic way to evolve one is by entering it into many battles and building up its level.

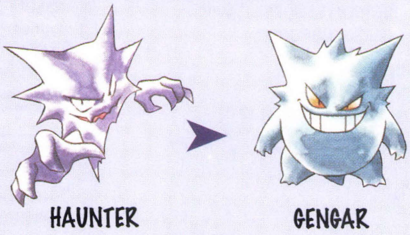
### 5. STONE EVOLUTION

While some Pokémon evolve when they reach a certain level, others must be exposed to stones with elemental powers.



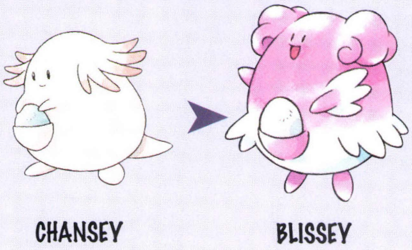
### 6. LINK-TRADE EVOLUTION

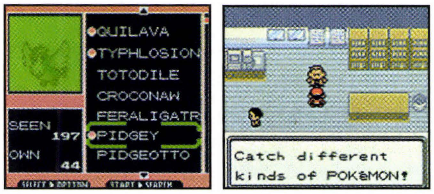
Pokémon is about trading as well as collecting. Certain Pokémon, like Haunter, evolve when you trade them using the Game Link Cable.



### 7. FRIENDSHIP EVOLUTION

If a Pokémon really likes you, it may evolve. Use it in battle often, never let it faint and groom it to stay on its good side.





SEEN 197
OWN 44

Catch different kinds of POKéMON!

Your Pokédex lists all of the Pokémon you've encountered. The object is to catch as many different Pokémon as you can, so battle, trade, evolve or even fish for them to complete your Pokédex.

**All sorts of colorful and exciting Pokémon live in the wild. Keep some Poké Balls handy since you'll have a good chance of running into many different species on your journey. For more details on what kinds of Pokémon are lurking in the wild and where you should go to find them, flip ahead to page 84.**

# Trainer's Manual

# Game Play Checklist

There are many events to keep up with in Pokémon Gold and Silver. Use the Game Play Checklist below to keep track of your progress and as a loose guide to the major events in the games. If you accomplish everything on the list, you've done a good job of covering the essential game play elements of Pokémon Gold and Silver.

☑ Check off items as you finish them.

## Johto

### NEW BARK TOWN, page 20

☐ Choose a starting Pokémon from Professor Elm's lab

### CHERRYGROVE CITY, page 22

☐ Pick up the town map from the old man

### ROUTE 30, page 23

☐ Get the Mystery Egg from Mr. Pokémon

☐ Receive the Pokédex from Professor Oak

### CHERRYGROVE CITY, page 23

☐ Fight the first duel with Rival

### NEW BARK TOWN, page 20

☐ Take the Mystery Egg to Professor Elm's lab

☐ Receive your first Poké Balls

### VIOLET CITY, page 24

☐ Defeat Falkner, the Gym Leader, and receive the Zephyr Badge and TM 31

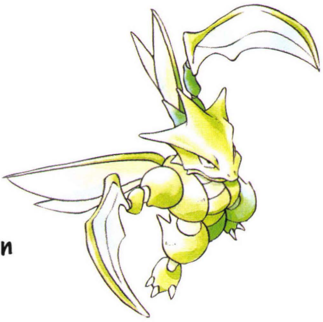
☐ Pick up the Mystery Egg from Professor Elm's assistant in the Pokémon Center

### SPROUT TOWER, page 25

☐ Get HM 05 from the Elder

### ROUTE 32, page 26

☐ Get the Old Rod at the Pokémon Center

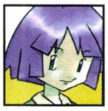


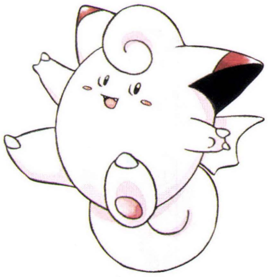
### RUINS OF ALPH, page 27

☐ Catch three Unown to earn the Unown Pokédex

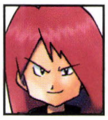
### AZALEA TOWN, page 29

☐ Help Kurt save the Slowpoke





☐ Receive the Lure Ball from Kurt



☐ Defeat Bugsy, the Gym Leader, to get the Hive Badge and TM 49

☐ Fight the second battle with Rival

### ILEX FORREST, page 31

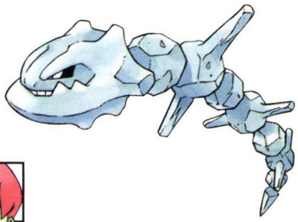
☐ Catch Farfetch'd and return it to the Charcoal Maker to get HM 01

☐ Get TM 02 from the person in the middle of the forest

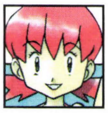
### GOLDENROD CITY, page 32

☐ Pick up a bike at the Bike Shop

☐ Receive a Radio Card at the Radio Station



☐ Get the Coin Case in the Underground Path



☐ Defeat the Gym Leader, Whitney, to get the Plain Badge and TM 45

☐ Pick up the Squirtbottle in the woman's house

## ROUTE 36, page 37

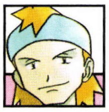
☐ Water the tree with the Squirtbottle to clear the path

☐ Pick up TM 08 from the man in the road

## ECRUTEAK CITY, page 38

☐ Receive HM 03 from the man at the Dance Hall

☐ Pick up the Item Finder at the house



☐ Defeat the Gym Leader, Morty, to get the Fog Badge and TM 30

☐ Fight the third Rival battle

## OLIVINE CITY, page 42

☐ Get the Good Rod from the Fisherman

☐ Meet Jasmine in the Lighthouse

☐ Get HM 04 from the Sailor

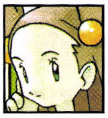
## CIANWOOD CITY, page 46

☐ Pick up the Secret Potion at the Pharmacy

☐ Defeat Chuck, the Gym Leader, to win the Storm Badge and TM 01

☐ Get HM 02 from the Gym Leader's wife

## LIGHTHOUSE, page 43



☐ Heal the Ampharos with the Secret Potion

## OLIVINE CITY, page 42

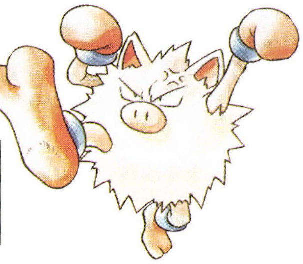
☐ Defeat the Gym Leader, Jasmine, and receive the Mineral Badge and TM 23

## LAKE OF RAGE, page 50

☐ Defeat or catch the Red Gyarados and get the Red Scale

☐ Meet up with Lance and follow him to Mahogany Town

## MAHOGANY TOWN, page 49



☐ Destroy Team Rocket's Hideout

☐ Get HM 06 from Lance

☐ Defeat Pryce, the Gym Leader, and receive the Glacier Badge and TM 16

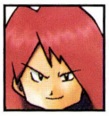
## RADIO TOWER/UNDERGROUND, page 52

☐ Pick up the Basement Key from the Fake Radio Station Manager

☐ Rescue the real Station Manager in the Underground Path

☐ Get either the Silver Wing (Silver) or the Rainbow Wing (Gold) from the Station Manager

☐ Receive TM 11 from the woman in the Radio Station

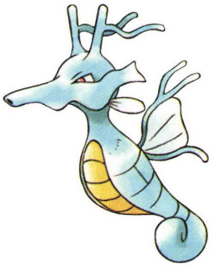


☐ Fight the fourth Rival battle

## ICE PATH, page 55

☐ Pick up HM 07, which is lying on the ground

## BLACKTHORN CITY, page 56



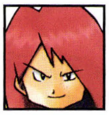
☐ Defeat Clair, the Gym Leader

☐ Find the Dragon Fang in the Dragon Den to receive the Rising Badge and TM 24

## NEW BARK TOWN, page 20

☐ Pick up the Master Ball from Professor Elm

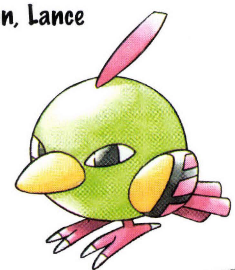
## VICTORY ROAD, page 60



☐ Fight the fifth Rival battle

## INDIGO PLATEAU, page 60

☐ Battle with the Elite Four and the Champion, Lance



# Kanto

## NEW BARK TOWN, page 20

☐ Get the S. S. Ticket from Professor Elm

## OLIVINE CITY, page 42

☐ Board the S.S. Aqua at Olivine's port

## S.S. AQUA, page 62

☐ Find the Sailor who is slacking off to clear a path belowdecks

☐ Locate the missing child and receive Metal Coat from her grandfather as a reward

## VERMILION CITY, page 63

☐ Defeat Lt. Surge, the Gym Leader, to earn the Thunder Badge

## SAFFRON CITY, page 64

☐ Battle Sabrina, the Gym Leader, to win the Marsh Badge

## ROUTE 10, page 67

☐ Talk to the man at the Power Plant to find out what happened there

## CERULEAN CITY, page 68

☐ Run into a suspicious-looking man in the Gym

## ROUTE 24, page 69

☐ Follow the man up to Route 24 and battle him to learn where the Machine Part is

## ROUTE 25, page 69

☐ Find Cerulean City's Gym Leader, Misty, who is on a date

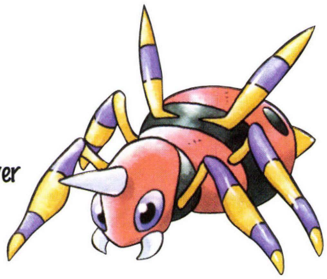
## CERULEAN CITY, page 68

☐ Fish out the Machine Part from the water inside the Gym

☐ Defeat Misty to earn the Cascade Badge

## ROUTE 10, page 67

☐ Receive TM 07 from the Plant Manager



## LAVENDER TOWN, page 66

☐ Pick up the Expansion Card in the Radio Tower

## SAFFRON CITY, page 64

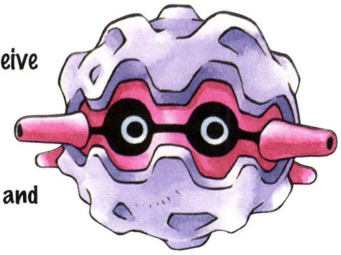
☐ Talk with Copycat about her missing Poké Doll

## VERMILION CITY, page 63

☐ Retrieve the Poké Doll from the Pokémon Fan Club

## SAFFRON CITY, page 64

☐ Take the Poké Doll to Copycat and receive the Pass for the train as a thank-you



## CELADON CITY, page 71

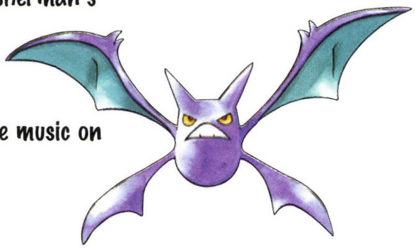
☐ Fight the Gym Leader battle with Erika, and earn the Rainbow Badge and TM 19

## FUCHSIA CITY, page 73

☐ Battle Janine, the Gym Leader, and receive the Soul Badge and TM 06

## ROUTE 12, page 74

☐ Get the Super Rod from the fisherman's brother



## VERMILION CITY, page 63

☐ Wake Snorlax with the Poké Flute music on the radio

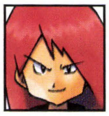
## PEWTER CITY, page 76

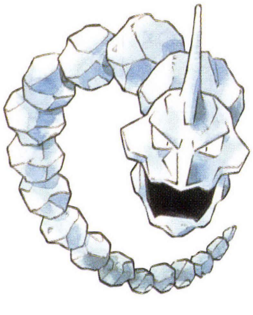
☐ Get the Rainbow Wing (Silver) or the Silver Wing (Gold) from the old man

☐ Battle the Gym Leader, Brock, to win the Boulder Badge

## MT. MOON, page 77

☐ Fight the sixth battle with Rival





## CINNABAR ISLAND page 80

☐ Meet Blue on Cinnabar Island

## SEAFOAM ISLAND page 80

☐ Defeat Cinnabar Island's Gym Leader, Blaine, to win the Volcano Badge

## VIRIDIAN CITY, page 78

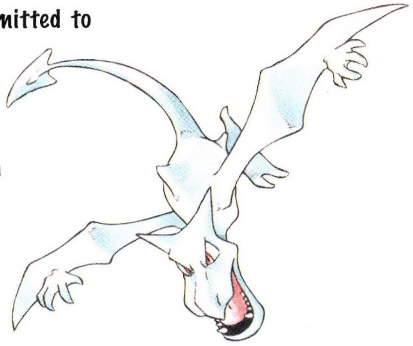
☐ Defeat Blue, the Gym Leader, to get the Earth Badge

## PALLET TOWN, page 79

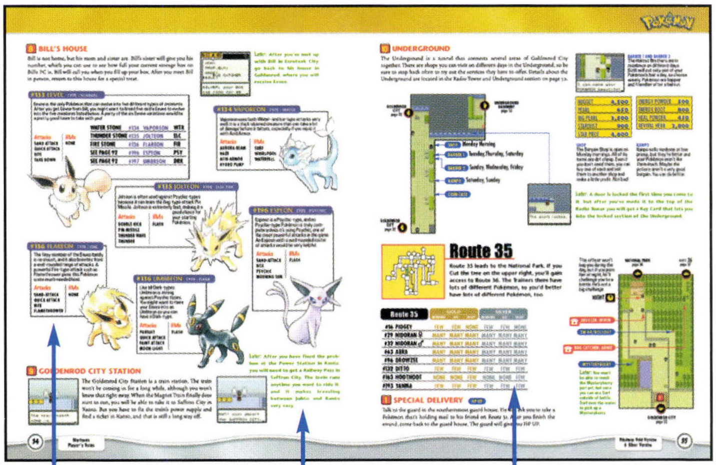
☐ Talk to Professor Oak to be admitted to Mt. Silver

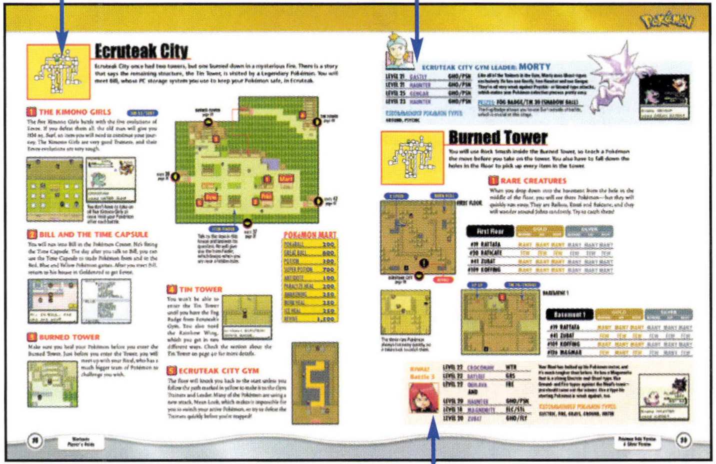
## MT. SILVER, page 82

☐ Battle Red to to become Champion



# Using Your Trainer's Manual





### WORLD MAP

The World Map displays where the cities, towns, routes, islands and caves are located in relation to the entire area of either Johto or Kanto.

### GYM LEADER

The Gym Leader boxes are always labeled for quick and easy reference and contain info on which Pokémon to use in battle and other tips

### POKéMON BOX

The Pokémon's name, number and type are listed first. A small description explains something interesting about the creature. A list of recommended attacks is provided to help you train your Pokémon.

**Later:** Any events that occur in a particular area some time after your first visit to that area are highlighted with green text and the "Later" label.

### POKéMON CHART

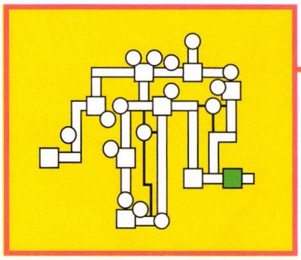
The Pokémon Chart lists the Pokémon name and number of most of the wild Pokémon you will find in any area. It's divided into Morning, Day and Night sections. The likelihood of finding a Pokémon during a certain time on both Gold and Silver is indicated by many, few and none.

### RIVAL

Every Rival battle is set off in its own box. Each box shows the Pokémon your rival will use in battle.

## MAP KEY

| | |
|---|---|
| ROUTE 29 page 21 | The arrows point to adjacent areas not pictured |
| Poké | Pokémon Center |
| Gym | Pokémon Gym |
| Mart | Pokémon Mart |
| ITEMS | The blue labels and arrows point out the locations of items. |
| ☎ PHONE CALL | The Phone Icon next to a person's name indicates that you can exchange numbers with him or her to keep in touch. |
| A | Doors that link rooms or that should be opened in order are marked with letters starting with "A." |
| RIVAL! ! | The location of your Rival in the area is marked with an exclamation point on the map. |



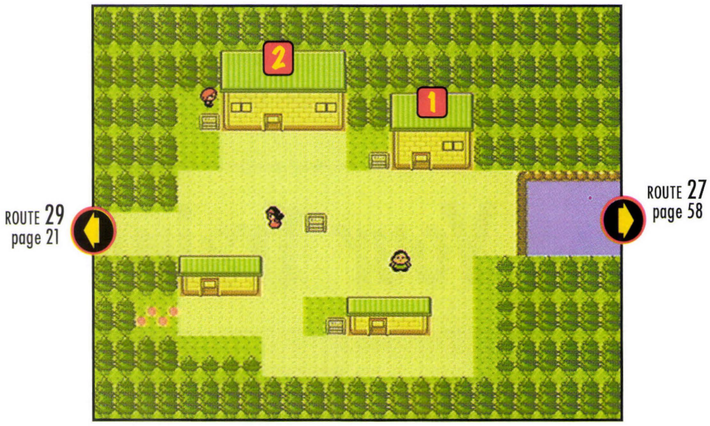
# New Bark Town

Your hometown of New Bark Town may be small, but it's packed with places, people and items that are extremely important to you. Your adventure begins with an errand that your neighbor, Professor Elm, asks you to run for him. He gives you a wonderful gift for helping him!

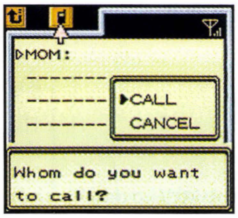
## 1 ON THE HOME FRONT

**POKé GEAR**

The very first item you will receive is your Pokégear, which your mother says is back from the repair shop. The Pokégear is a multifunctional device that initially acts as a phone. With it, you can call important people like your mother or your neighbor, Professor Elm. Your mother will explain how to use the device, and she'll also help you set the day of the week. After she's done helping you, your mother will send you to Professor Elm's lab.



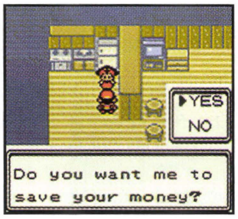
Oh, SILVER...! Our neighbor, PROF.



Whom do you want to call?

Before your mom sends you over to Professor Elm's lab, she will give you the Pokégear and her phone number, so you can call her anytime you'd like.

**Later: While you're on your journey, your Mom will help you save your money if you want her to. You can't lose money your mom keeps for you, and you can ask her for the saved money when you run low. Your mom loves to shop, and she will call you when she's purchased something new. Sometimes she buys helpful items, like Potion or Repel, and sometimes she just buys decorations for your room.**



Do you want me to save your money?

Your mom likes buying fun Pokémon stuff for your room, like the Charmander and Snorlax dolls, and you can use them to decorate. When you're in your room, choose Decoration from your PC's menu to arrange the objects.

## 2 PROFESSOR ELM'S LAB

**POTION** **POKé BALL x5** **MASTER BALL** **EVERSTONE** **S.S. TICKET**

Professor Elm asks you to visit Mr. Pokémon in Cherrygrove City to pick up an interesting item. He offers you one of his Pokémon—Chikorita, Cyndaquil or Totodile—to keep you company on your journey. The Professor will call you several times during your adventure, and each time he will have one of the gifts listed above for you. The lab assistants will give you your first five Poké Balls after you return from the errand. After you win your eighth badge in Johto, Professor Elm will call you back to the Lab and give you the Master Ball. Once you have defeated the Elite Four, Professor Elm will give you the S.S. Ticket so you can continue on to Kanto.

Go on. Pick one!

SILVER, I want you to have this

Professor Elm will let you choose one of his three rare Pokémon to be your companion on the way to Mr. Pokémon's house. Choose wisely!

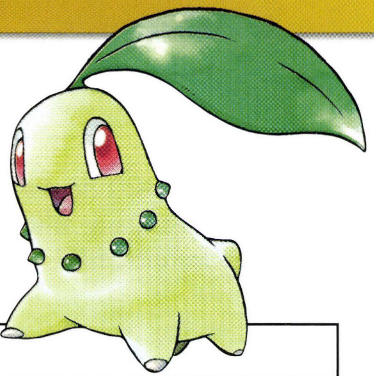
...What are you staring at?

You may notice a red-haired person peering into the windows of Professor Elm's lab. If you start a conversation, you will annoy him and he will literally kick you out of his way. How mean!

**Later: Right after you've completed the errand, Professor Elm calls and asks you to rush back to the lab. He's too upset to tell you what happened, but you'll soon find out. On your way back to the lab, the mean, red-haired person challenges you to a battle, and the Pokémon he's using certainly seems familiar. It turns out he stole that Pokémon from Professor Elm. That's no way to behave!**

PROF.ELM:

H-hello? SILVER? It's a disaster!

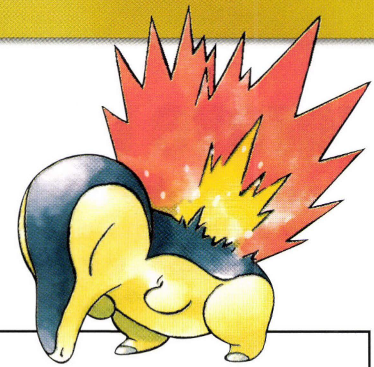


## #152 CHIKORITA TYPE : GRASS

Like Bulbasaur before it, Chikorita is a Grass-type that is strong against Rock-, Ground- and Water-types, and is weak against Fire-, Bug-, Poison- and Flying-types.

| | | | |
|---|---|---|---|
| LEVEL 16 | #153 | BAYLEEF | GRS |
| LEVEL 32 | #154 | MEGANIUM | GRS |

| Attacks | HMs |
|---|---|
| RAZOR LEAF | CUT |
| SYNTHESIS | FLY |
| BODY SLAM | STRENGTH (#153, #154) |
| SOLAR BEAM | |

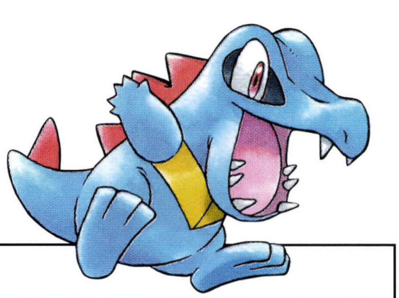


## #155 CYNDAQUIL TYPE : FIRE

Charmander's successor is also a Fire-type, and it is strong when fighting against Ice-, Grass- or Bug-types and is weak when fighting against Water-, Rock- or Ground-types.

| | | | |
|---|---|---|---|
| LEVEL 14 | #156 | QUILAVA | FIR |
| LEVEL 36 | #157 | TYPHLOSION | FIR |

| Attacks | HMs |
|---|---|
| SMOKESCREEN | CUT |
| QUICK ATTACK | STRENGTH (#156, #157) |
| SWIFT | |
| FLAMETHROWER | |

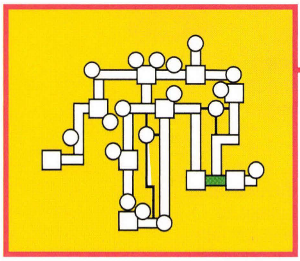


## #158 TOTODILE TYPE : WATER

Totodile is a Water-type like Squirtle, and it is strong against Fire-, Ground- and Rock-types. It is weak when it faces Grass- or Electric-type Pokémon and sometimes other Water-types.

| | | | |
|---|---|---|---|
| LEVEL 18 | #159 | CROCONAW | WTR |
| LEVEL 30 | #160 | FERALIGATR | WTR |

| Attacks | HMs |
|---|---|
| BITE | CUT |
| SLASH | SURF |
| SCREECH | WHIRLPOOL |
| HYDRO PUMP | STRENGTH (#159, #160) |



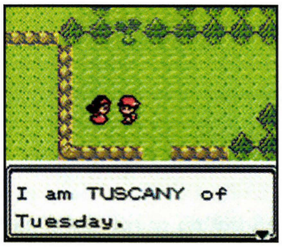
# Route 29

Route 29 is a long and winding road that will eventually drop you off in Cherrygrove City. You have to walk through tall grass to make it to your next destination, so be ready to battle with some Pokémon! Unfortunately, you can't catch them without some Poké Balls.

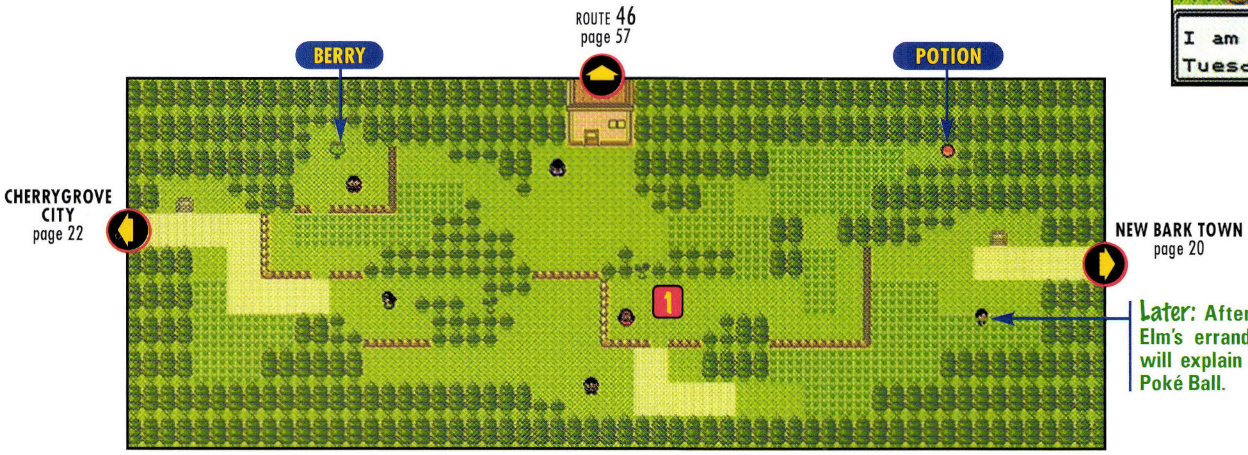
| Route 29 | GOLD | | | SILVER | | |
|---|---|---|---|---|---|---|
| | MORNING | DAY | NIGHT | MORNING | DAY | NIGHT |
| #16 PIDGEY | MANY | MANY | NONE | MANY | MANY | NONE |
| #19 RATTATA | FEW | FEW | MANY | FEW | FEW | MANY |
| #161 SENTRET | MANY | MANY | NONE | MANY | MANY | NONE |
| #163 HOOTHOOT | NONE | NONE | MANY | NONE | NONE | MANY |

## 1 THE DAY SIBLINGS PINK BOW

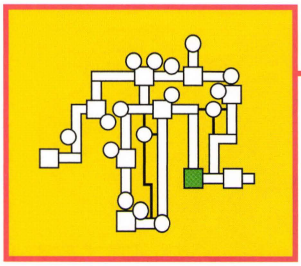
There are seven siblings who are located at various points in Johto. After you defeat Violet City's Gym leader, they will appear. Tuscany, the Tuesday sibling, appears on Route 29 every Tuesday. Remember to come back to Route 29 any Tuesday to meet her. Tuscany of Tuesday will give you the Pink Bow, an item that boosts the power of Normal-type moves, when you find her.



I am TUSCANY of
Tuesday.



**Later:** After you complete Elm's errand, this person will explain how to use a Poké Ball.



# Cherrygrove City

Cherrygrove City has a Pokémon Mart and and Pokémon Center, but it doesn't have a Gym. You will have to battle in this city, however, so try to battle as many wild Pokémon as possible to build up your starting Pokémon and make it fighting fit.

## 1 TAKE THE TOUR

An old man will offer to show you around Cherrygrove City. It may seem like a small town, but take him up on his offer anyway, especially if you haven't played a Pokémon game before. After the nice older gentleman is finished showing you the sights, he will reward you with a Map Card for your Pokégear, so you'll have a map of Johto with you at all times. To use the map, hit the Start Button, select Pokégear from the menu then choose the Map icon.

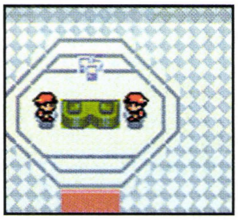
This is a POKéMON CENTER. They heal

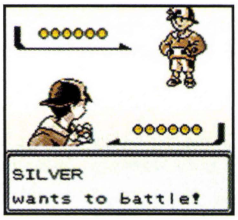
CHERRYGROVE CITY
JOHTO

## 2 POKéMON CENTER

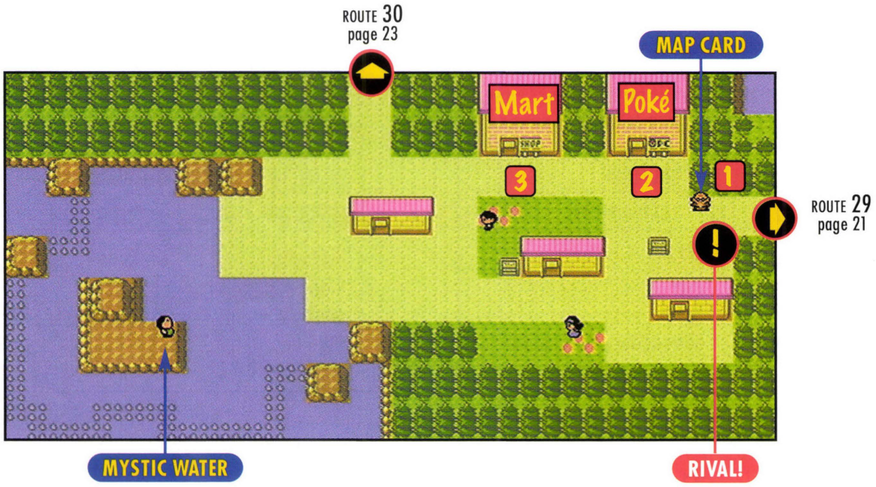
If you have never been to a Pokémon Center before, you're in for a treat. Pokémon Centers are located in nearly every town, and they are a great resource for Pokémon Trainers of all skill levels. You can ask the nurse at the desk to heal your Pokémon back to perfect health and you can use the PC there to access your PC, where you store your items, and Bill's PC, where you store your Pokémon.

**Later: The second floor of every Pokémon Center has several areas that you won't be able to use until you've finished your errand for Professor Elm. The first area is the Cable Club Trade Center, where you can use the Game Link Cable to trade Pokémon with a friend who has Pokémon Gold or Silver. The second is the Cable Club Battle Center, where you can battle with a friend who has any Pokémon game.**



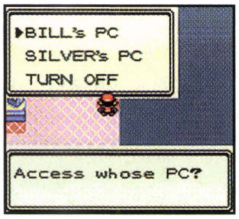


SILVER wants to battle!



**Later: Once your Pokémon can learn Surf and you can use it outside of battles, head over to the island and talk to the fisherman. He will give you Mystic Water, which powers up Water moves.**

We can heal your POKéMON to perfect



▶BILL's PC
SILVER's PC
TURN OFF

Access whose PC?

The Pokémon Center is the perfect place to get your Pokémon and items in order. You can also heal your Pokémon when they are tired and hurt from battle.

## 3 POKéMON MART

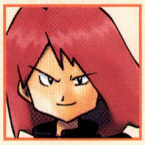
The Pokémon Mart is a good place to stock up on items that you need to become a great Pokémon Trainer. If you visit the Pokémon Mart before you finish your errand for Professor Elm, you will not be able to buy Poké Balls. You can purchase other goods, however, if you wish to spend your money.

| POKéMON MART | |
|---|---|
| POTION | 300 |
| ANTIDOTE | 100 |
| PARALYZE HEAL | 200 |
| AWAKENING | 250 |
| POKé BALL | 200 |

**Later: After you've successfully completed Professor Elm's errand, you can go back to the Pokémon Mart and purchase as many Poké Balls as you can afford. You must use the Poké Balls to catch Pokémon in the wild to bulk up your traveling party.**

They're fresh out of POKé BALLS!

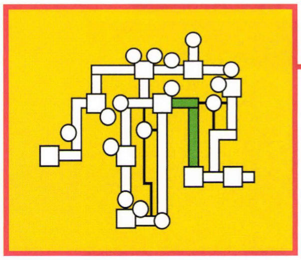
**RIVAL! BATTLE 1**



| | | | |
|---|---|---|---|
| CYNDAQUIL | LEVEL 5 | TOTODILE | WATER |
| TOTODILE | LEVEL 5 | CHIKORITA | GRASS |
| CHIKORITA | LEVEL 5 | CYNDAQUIL | FIRE |

On your way back to Professor Elm's lab, you will run into your Rival in Cherrygrove City. His Pokémon will be whichever of the starting Pokémon your starting Pokémon is weak against, but it will be only at Level 5, so as long as you've beaten a bunch of wild Pokémon, you will win.

TOTODILE
:L6
HP
13/ 23
Enemy CHIKORITA used TACKLE!



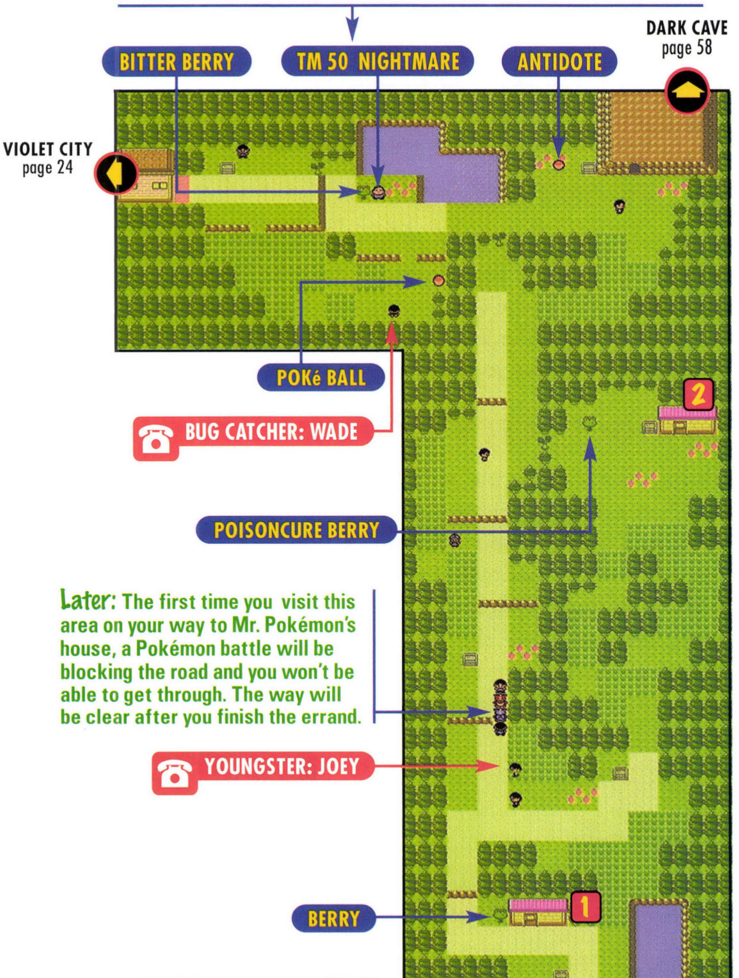
# Route 30 & Route 31

Route 30 and Route 31 are relatively uncomplicated roads—unfortunately, you'll have to wander off the path to make it to Mr. Pokémon's house to finish Professor Elm's errand. You'll be wandering through tall grass again, but it will help your Pokémon become strong—if you win.

| Route 30 | GOLD | | | SILVER | | |
|---|---|---|---|---|---|---|
| | MORNING | DAY | NIGHT | MORNING | DAY | NIGHT |
| #10 CATERPIE | MANY | MANY | NONE | NONE | NONE | NONE |
| #11 METAPOD | MANY | MANY | NONE | NONE | NONE | NONE |
| #13 WEEDLE | NONE | NONE | NONE | MANY | MANY | NONE |
| #14 KAKUNA | NONE | NONE | NONE | MANY | MANY | NONE |
| #16 PIDGEY | MANY | MANY | NONE | MANY | MANY | NONE |
| #19 RATTATA | NONE | NONE | MANY | NONE | NONE | MANY |
| #163 HOOTHOOT | NONE | NONE | MANY | NONE | NONE | MANY |
| #165 LEDYBA | NONE | NONE | NONE | MANY | NONE | NONE |
| #167 SPINARAK | NONE | NONE | MANY | NONE | NONE | NONE |

| Route 31 | GOLD | | | SILVER | | |
|---|---|---|---|---|---|---|
| | MORNING | DAY | NIGHT | MORNING | DAY | NIGHT |
| #10 CATERPIE | MANY | MANY | NONE | NONE | NONE | NONE |
| #11 METAPOD | MANY | MANY | NONE | NONE | NONE | NONE |
| #14 KAKUNA | NONE | NONE | NONE | MANY | MANY | NONE |
| #16 PIDGEY | MANY | MANY | NONE | MANY | MANY | NONE |
| #19 RATTATA | NONE | NONE | MANY | NONE | NONE | MANY |
| #69 BELLSPROUT | MANY | MANY | MANY | MANY | MANY | MANY |
| #163 HOOTHOOT | NONE | NONE | MANY | NONE | NONE | MANY |
| #165 LEDYBA | NONE | NONE | NONE | MANY | NONE | NONE |
| #167 SPINARAK | NONE | NONE | MANY | NONE | NONE | NONE |

*Later:* A guard in the guard house that separates Goldenrod City and Route 35 will ask you to deliver a message to the man by the water. If you give the mail to the man, he will give you TM 50, Nightmare.



*Later:* The first time you visit this area on your way to Mr. Pokémon's house, a Pokémon battle will be blocking the road and you won't be able to get through. The way will be clear after you finish the errand.

## 1 BERRY GOOD!

BERRY

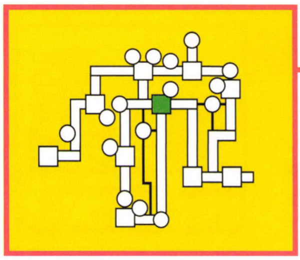
A man inside the house will tell you about the healing properties of Berries. Search the tree outside the house with A to find another Berry. Your Pokémon can hold Berries to heal themselves!

## 2 MR. POKéMON

MYSTERY EGG · POKéDEX · EXPERIENCE SHARE

Mr. Pokémon will give you the Mystery Egg to take to Professor Elm. Mr. Pokémon's friend, Professor Oak, will give you a Pokédex. As you're leaving, Professor Elm will call you and ask that you return to the lab on the double. Later, trade the Red Scale from the Lake of Rage to Mr. Pokémon for Experience Share.

I'm OAK! A POKéMON researcher.



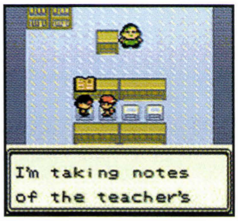
# Violet City

Violet City is the first city you'll visit that has a Gym in it. You don't want to rely on just one Pokémon for a Gym Leader battle, so you'd better catch and raise some wild Pokémon to fill out your party. You won't be able to reach the items above the city until you have Surf.

## 1 EARL'S POKéMON ACADEMY

If you talk to the man next to the Gym, he will lead you to his Pokémon Academy, where he teaches his students some basic Pokémon battling and raising lessons. You can also learn a lot from the writing on the blackboard and the other students. Study hard!

Battle GYM LEADER, win you did?



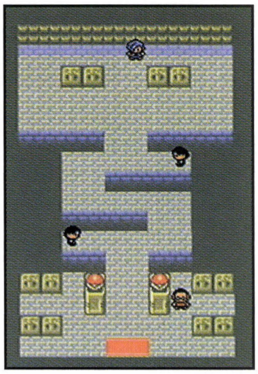
I'm taking notes of the teacher's

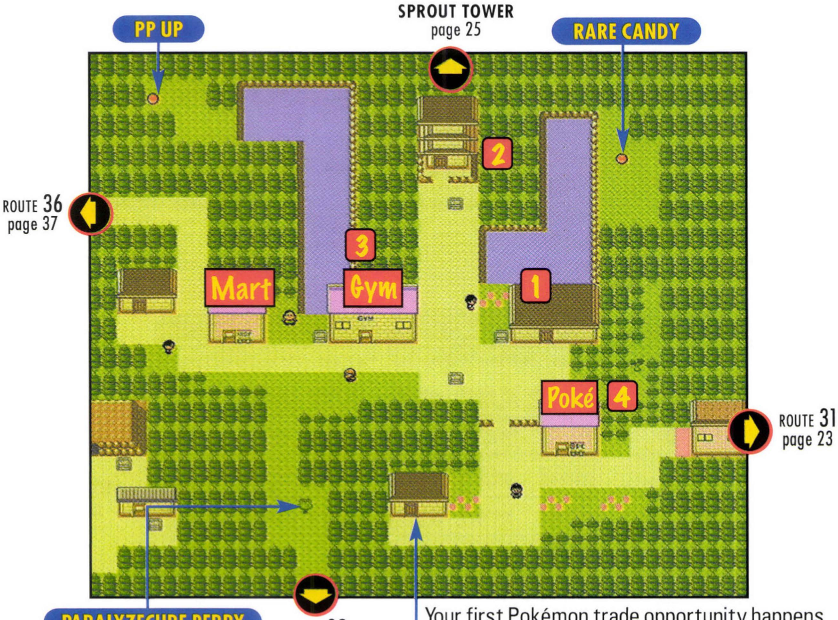
## 2 SPROUT TOWER

The Sprout Tower is a good place to train your Pokémon and yourself. If your Pokémon are over Level 10, the battles against the Grass-types won't be very difficult. If your Pokémon aren't at Level 10, it might be a little harder—unless you started with Cyndaquil.

## 3 VIOLET CITY GYM

It's your first Gym battle, so be careful. There are two Gym Members and one Gym Leader for you to fight, but you don't have to fight them without a break. If your Pokémon get too weak, take them to the Pokémon Center and heal them between battles, so they're able to continue.

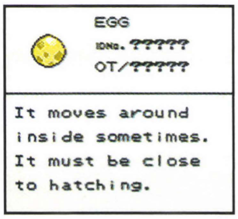




Your first Pokémon trade opportunity happens inside this house. If you have a Bellsprout, the Trainer inside will trade you an Onix for it.

## 4 POKéMON EGG

After you beat the Violet City Gym Leader, you will get a call from Professor Elm asking you to meet his assistant in the Violet City Pokémon Center. The assistant will give you the Pokémon Egg you delivered to Elm, because it needs to be near active Pokémon to hatch. Put it in your party and keep it safe.



EGG
No. ?????
OT/?????

It moves around inside sometimes. It must be close to hatching.

## POKéMON MART

| | |
|---|---|
| POKé BALL | 200 |
| POTION | 300 |
| ESCAPE ROPE | 550 |
| ANTIDOTE | 100 |
| PARALYZE HEAL | 200 |
| AWAKENING | 250 |
| X DEFEND | 550 |
| X ATTACK | 500 |
| X SPEED | 350 |
| FLOWER MAIL | 50 |

## VIOLET CITY GYM LEADER: FALKNER

| | | |
|---|---|---|
| LEVEL 7 | PIDGEY | NRM/FLY |
| LEVEL 9 | PIDGEOTTO | NRM/FLY |

**RECOMMENDED POKéMON TYPES:**

ROCK

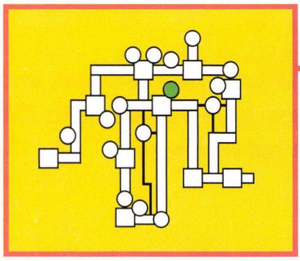
**The battle with Falkner won't be a problem if you pick up an Onix in a trade. Falkner uses Normal-and-Flying-types Pidgey and Pidgeotto, which don't do well against Rock-types. They're especially vulnerable to Electric-types, but you probably won't have one this early in the game.**

**PRIZES: ZEPHYR BADGE/TM 31 (MUD-SLAP)**

When you beat Falkner, he will award you the Zephyr Badge and TM 31, Mud-Slap. You can use a TM only once.

GEODUDE
:L11
29/ 32

Enemy PIDGEOTTO used MUD-SLAP!



# Sprout Tower

The magical Sprout Tower is rumored to have a giant Bellsprout stalk as its center column. Many monks devoted to Grass-types train in Sprout Tower, but you should be able to handle them. You may want to use the Escape Rope to leave the tower, or you can climb down.

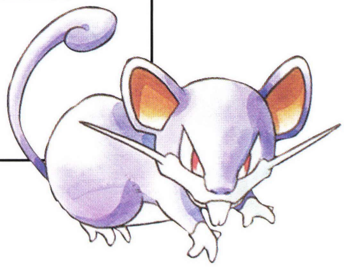
| **Sprout Tower** | GOLD | | | SILVER | | |
|---|---|---|---|---|---|---|
| | MORNING | DAY | NIGHT | MORNING | DAY | NIGHT |
| #19 RATTATA | MANY | MANY | MANY | MANY | MANY | MANY |
| #92 GASTLY | NONE | NONE | MANY | NONE | NONE | MANY |

## #19 RATTATA TYPE : NORMAL

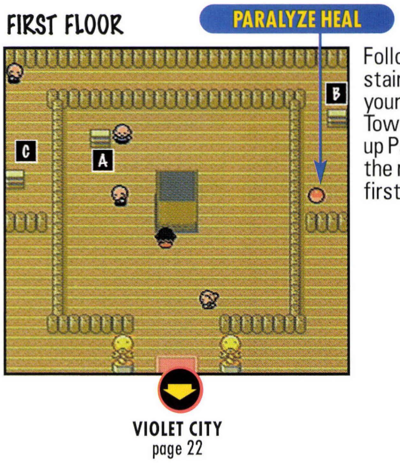
Rattata are very common in many areas, including Sprout Tower. The Normal-type Pokémon will pop out of Grass and appear inside buildings, and it doesn't seem to prefer daytime or nighttime.

**LEVEL 20 #20 RATICATE NRM**

| Attacks | HMs |
|---|---|
| QUICK ATTACK | STRENGTH (#20) |
| HYPER FANG | |
| PURSUIT | |
| SUPER FANG | |



### FIRST FLOOR



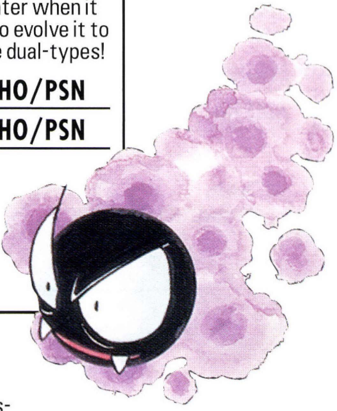
Follow the marked staircases to make your way up Sprout Tower. You can pick up Paralyze Heal on the right side of the first floor.

## #92 GASTLY TYPE : GHOST/POISON

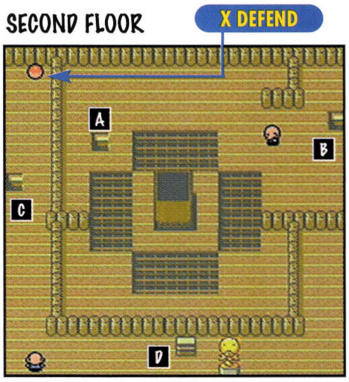
This Ghost-and-Poison type will appear in Sprout Tower at night. Gastly evolves to Haunter when it reaches Level 25. Trade your Haunter to evolve it to Gengar. Don't forget that the three are dual-types!

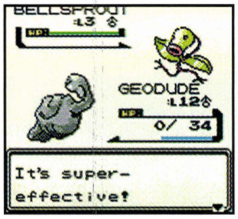
| | | | |
|---|---|---|---|
| LEVEL 25 | #93 | HAUNTER | GHO/PSN |
| TRADE | #94 | GENGAR | GHO/PSN |

| Attacks | HMs |
|---|---|
| HYPNOSIS | STRENGTH (#94) |
| CURSE | |
| NIGHT SHADE | |
| DREAM EATER | |



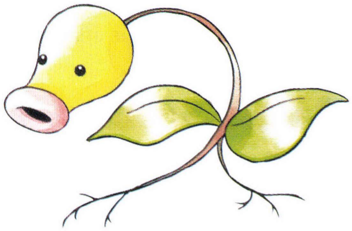
### SECOND FLOOR



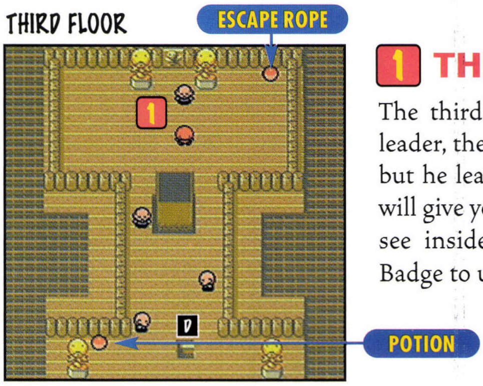


BELLSPROUT :L3
GEODUDE :L12
0/ 34
It's super-effective!

The monks will fight with mainly Grass-types, and they seem particularly fond of Bellsprout. Your Rock- Water-, Grass- and Ground-types won't fare well against the Monks' Pokémon, unless you've trained them to Level 10 or above. Fire-types will have no trouble at all. You can find X Defend on the second floor of the Tower.

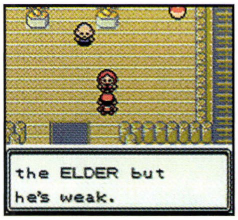


### THIRD FLOOR

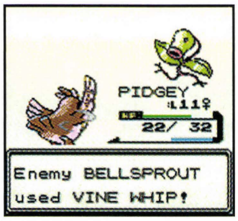


## 1 THE ELDER

The third floor has several monks and their leader, the Elder. You will see your Rival briefly, but he leaves quickly. If you beat the Elder, he will give you HM 05, Flash, which will help you see inside dark caves. You need the Zephyr Badge to use Flash outside of battle.

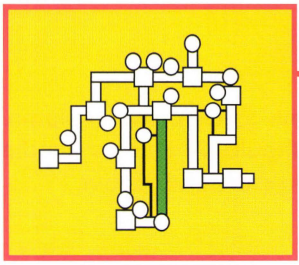


the ELDER but he's weak.



PIDGEY :L11♀
22/ 32
Enemy BELLSPROUT used VINE WHIP!

Your Rival thinks the Elder is weak. He's not much of a challenge if you have a Flying- or Fire-type along with you. Don't use a Rock-type unless you want to lose.



# Route 32

Many of the Trainers you'll meet up with on Route 32 will be using Water-type Pokémon, and the caves have lots of wild Rock-types, so it's best to move your Grass-type Pokémon to the top of your party. That way, you'll always have the advantage when a battle begins.

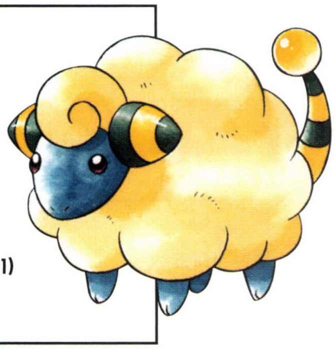
| ROUTE 32 | GOLD | | | SILVER | | |
|---|---|---|---|---|---|---|
| | MORNING | DAY | NIGHT | MORNING | DAY | NIGHT |
| #19 RATTATA | MANY | MANY | MANY | FEW | MANY | NONE |
| #23 EKANS | NONE | NONE | NONE | MANY | MANY | MANY |
| #41 ZUBAT | FEW | NONE | FEW | FEW | NONE | FEW |
| #69 BELLSPROUT | MANY | MANY | MANY | MANY | MANY | MANY |
| #179 MAREEP | MANY | MANY | MANY | MANY | MANY | MANY |
| #187 HOPPIP | MANY | MANY | NONE | MANY | MANY | NONE |
| #194 WOOPER | FEW | NONE | MANY | FEW | NONE | MANY |

## #179 MAREEP TYPE : ELECTRIC

Capture this Electric-type as soon as you can, and raise it well. It is a very helpful Pokémon to have.

| | | | |
|---|---|---|---|
| LEVEL 15 | #180 | FLAAFFY | ELC |
| LEVEL 30 | #181 | AMPHAROS | ELC |

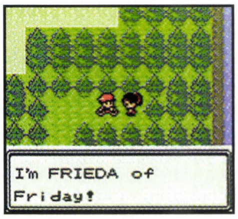
| Attacks | HMs |
|---|---|
| THUNDER WAVE | FLASH |
| LIGHT SCREEN | STRENGTH (#180,181) |
| THUNDERPUNCH (#181) | |
| THUNDER | |



## 1 FRIEDA OF FRIDAY

**POISON BARB**

Every Friday, one of the Day siblings, Frieda of Friday, will be standing in the forest, waiting to talk to you. She will present you with Poison Sting, an item that makes a Pokémon's Poison-type attacks stonger.

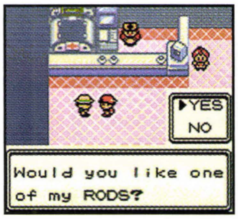


I'm FRIEDA of Friday!

## 2 GONE FISHING

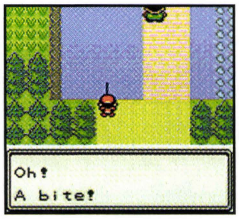
**OLD ROD**

Talk to the man closest to the healing machine inside the Pokémon Center. He will offer you one of his fishing poles, the Old Rod. With the Old Rod, you can walk up to water and start fishing for Water-type Pokémon.

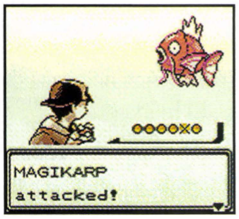


▶YES
NO

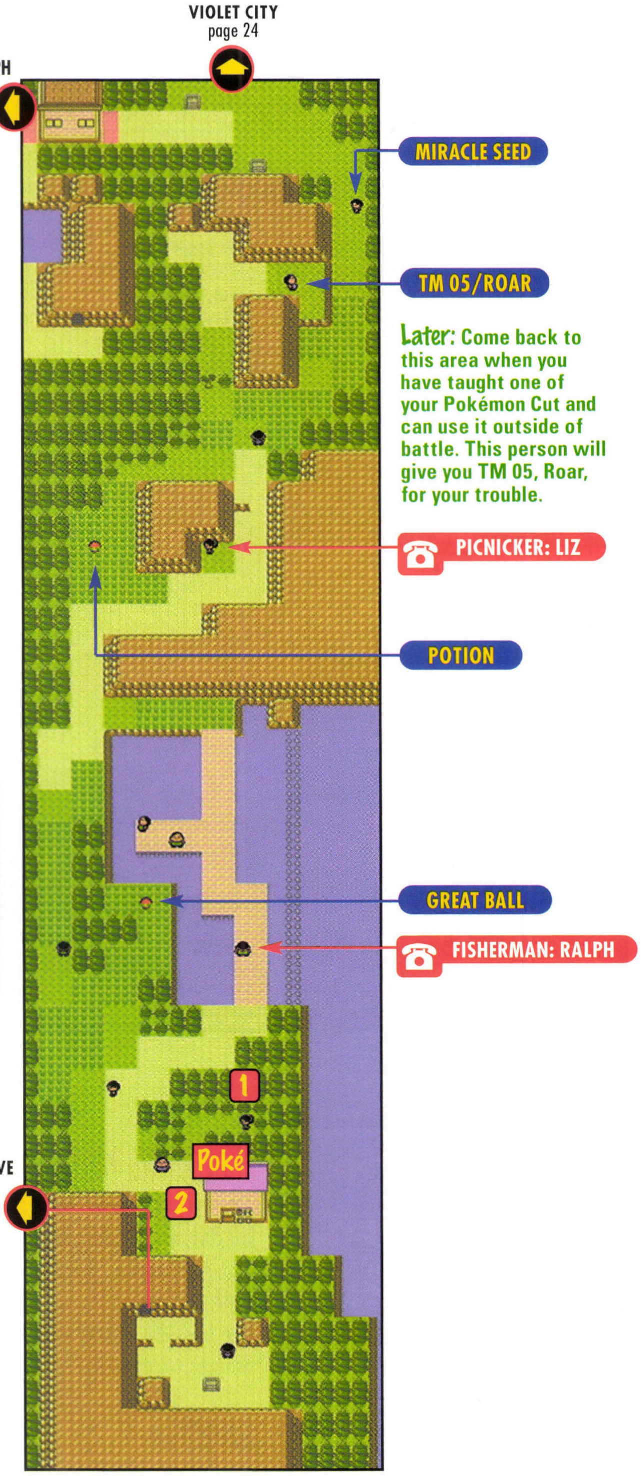
Would you like one of my RODS?



Oh!
A bite!



MAGIKARP attacked!



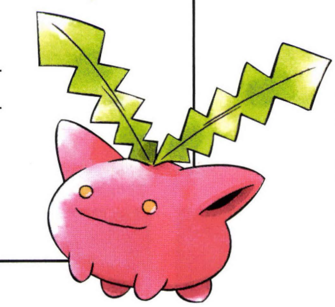
**Later:** Come back to this area when you have taught one of your Pokémon Cut and can use it outside of battle. This person will give you TM 05, Roar, for your trouble.

### #187 HOPPIP TYPE : GRASS/FLYING

This Grass-and-Flying-type seems to learn more Grass-type attacks than Flying-type attacks. Its Flying-type makes it powerful against Fighting-types.

| | | |
|---|---|---|
| LEVEL 18 | #188 SKIPLOOM | GRS/FLY |
| LEVEL 27 | #189 JUMPLUFF | GRS/FLY |

| Attacks | HMs |
|---|---|
| SYNTHESIS<br>POISONPOWDER<br>LEECH SEED<br>MEGA DRAIN | FLASH |

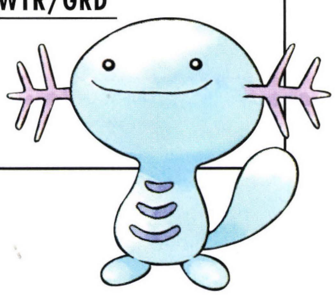


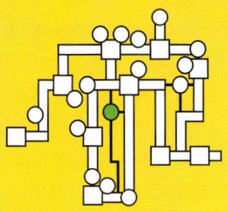
### #194 WOOPER TYPE : WATER/GROUND

Wooper's Water-and-Ground-type makes it much stronger against Electric-types than regular Water-types. It also makes it more vulnerable to Grass-types.

| | | |
|---|---|---|
| LEVEL 20 | #195 QUAGSIRE | WTR/GRD |

| Attacks | HMs |
|---|---|
| EARTHQUAKE<br>RAIN DANCE<br>MIST<br>HAZE | SURF<br>FLASH<br>WHIRLPOOL<br>STRENGTH (#195) |

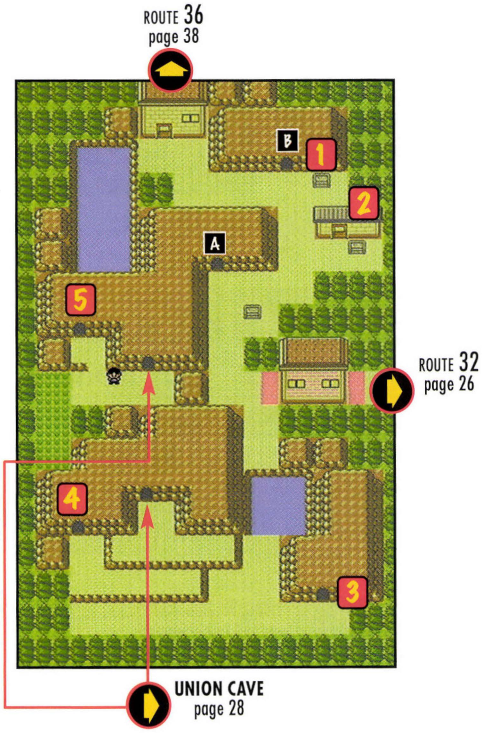


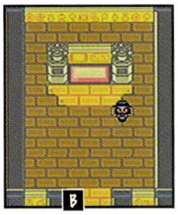


# Ruins of Alph

The Ruins of Alph house an interesting Archaeological Site that is over 1,500 years old. It's being studied by scientists trying to unlock its secrets. What could the mysterious writing that covers the walls mean? Until you can use Surf or Strength, you won't be able to explore the entire area to find out.

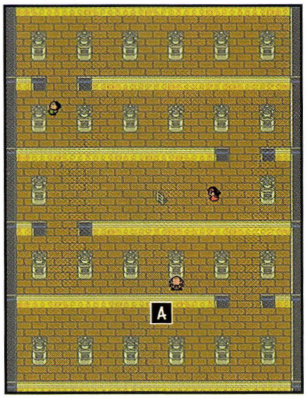
| RUINS OF ALPH | GOLD | | | SILVER | | |
|---|---|---|---|---|---|---|
| | MORNING | DAY | NIGHT | MORNING | DAY | NIGHT |
| #201 UNOWN | MANY | MANY | MANY | MANY | MANY | MANY |

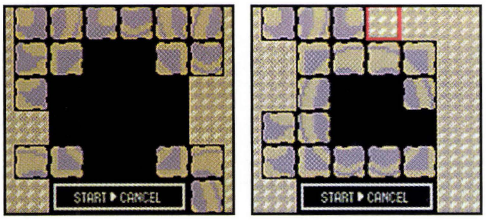




## 1 THE FIRST PUZZLE ROOM

The room has a puzzle in its center. Read the hint on the right side of the stone tiles to help you slide the pieces into position. Start with the corners, then the border, then finish with the inner pieces. When you solve the puzzle, a hole will open in the floor. Once you've dropped down the hole, the Unown Pokémon will start to appear in the ruins.





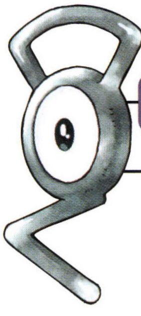
The tiles are very faintly colored, and when they're put together correctly, you'll see a picture of a Kabuto.

## 2 ALPH LAB

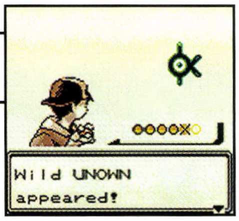
Catch at least three differently shaped Unown and show them to the researchers inside the lab. One will alter your Pokédex so that you can keep track of the Unown that you catch. They will be listed in the order that you catch them in. There are many different types of Unown.

## 3 4 5 PUZZLE ROOM

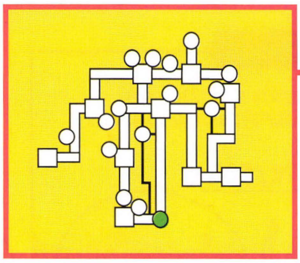
**Later: Once you can use Surf, you can return to these caves to solve three more sliding rock puzzles. You can also use Surf and Strength to get to rooms 4 and 5 through Union Cave. Try to solve all four of the puzzles in the puzzle rooms if you can.**



### #201 UNOWN
TYPE : PSYCHIC



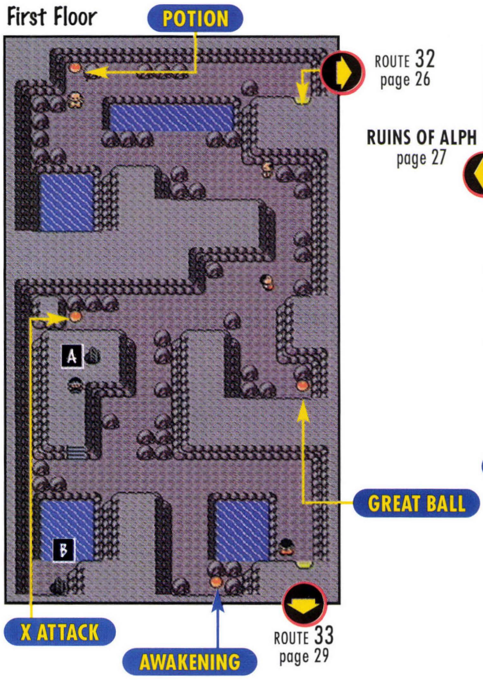
Wild UNOWN appeared!



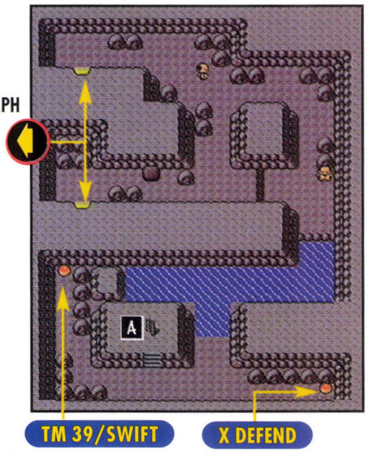
# Union Cave

When you first visit Union Cave, you probably won't be able to use Surf and Strength, which you need to use to get around the entire cave. You will be able to explore the first floor and the area marked Basement 1-1. Talk to everyone you see. Some people have very interesting information.

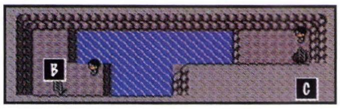
First Floor



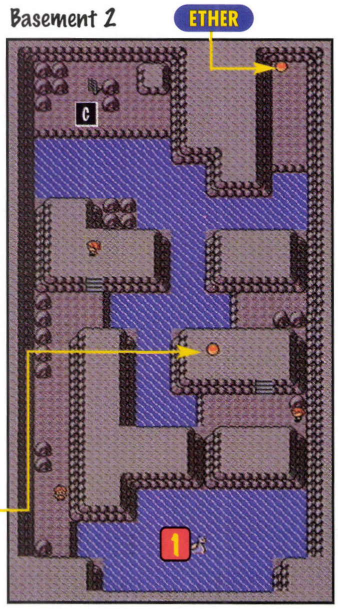
Basement 1-1



Basement 1-2

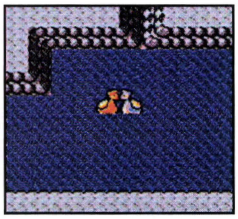


Basement 2



## 1 LAPRAS

Once you can use Surf, enter the second Basement level of Union Cave on a Friday. It is the only place you will find Lapras, the Water-and-Ice-type. Lapras will continue to appear there, even after you catch it.



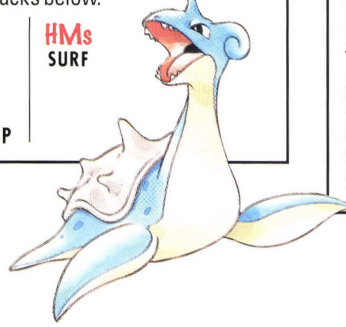
| First Floor | GOLD MORNING | GOLD DAY | GOLD NIGHT | SILVER MORNING | SILVER DAY | SILVER NIGHT |
|---|---|---|---|---|---|---|
| #19 RATTATA | MANY | MANY | MANY | MANY | MANY | MANY |
| #27 SANDSHREW | MANY | MANY | MANY | NONE | NONE | NONE |
| #41 ZUBAT | MANY | MANY | MANY | MANY | MANY | MANY |
| #74 GEODUDE | MANY | MANY | MANY | MANY | MANY | MANY |
| #95 ONIX | FEW | FEW | FEW | FEW | FEW | FEW |

| Basement 1-1 | GOLD MORNING | GOLD DAY | GOLD NIGHT | SILVER MORNING | SILVER DAY | SILVER NIGHT |
|---|---|---|---|---|---|---|
| #19 RATTATA | FEW | FEW | FEW | MANY | MANY | MANY |
| #27 SANDSHREW | MANY | MANY | MANY | NONE | NONE | NONE |
| #41 ZUBAT | MANY | MANY | MANY | MANY | MANY | MANY |
| #74 GEODUDE | MANY | MANY | MANY | MANY | MANY | MANY |
| #95 ONIX | MANY | MANY | MANY | MANY | MANY | MANY |

## #131 LAPRAS TYPE : WATER/ICE

Lapras is a very tough Water-and- Ice-type Pokémon that can learn many different types of attacks in addition to the recommended attacks below.

| Attacks | HMs |
|---|---|
| MIST | SURF |
| BODY SLAM | |
| ICE BEAM | |
| HYDRO PUMP | |

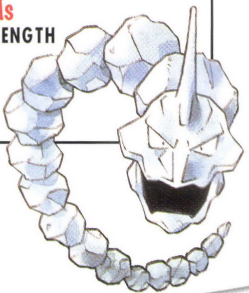


## #95 ONIX TYPE : ROCK/GROUND

The dual Rock-and-Ground-type Pokémon Onix does very well with Ground- or Rock-type attacks, or attacks like Slam that use Onix's considerable heft to thier advantage.

**SEE PG.90 #208 STEELIX GRD/STL**

| Attacks | HMs |
|---|---|
| BIND | STRENGTH |
| ROCK THROW | |
| SAND STORM | |
| SLAM | |

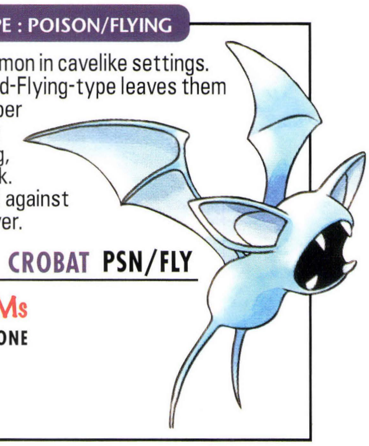


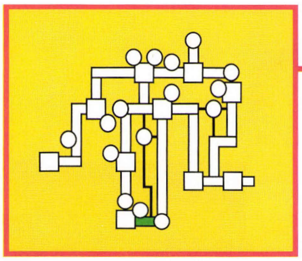
## #41 ZUBAT TYPE : POISON/FLYING

Zubat are quite common in cavelike settings. Their dual Poison-and-Flying-type leaves them vulnerable to a number of attacks, including Ground, Psychic, Bug, Electric, Ice and Rock. They're phenomenal against Grass-types, however.

**SEE PG.92 #169 CROBAT PSN/FLY**

| Attacks | HMs |
|---|---|
| BITE | NONE |
| CONFUSE RAY | |
| WING ATTACK | |
| HAZE | |

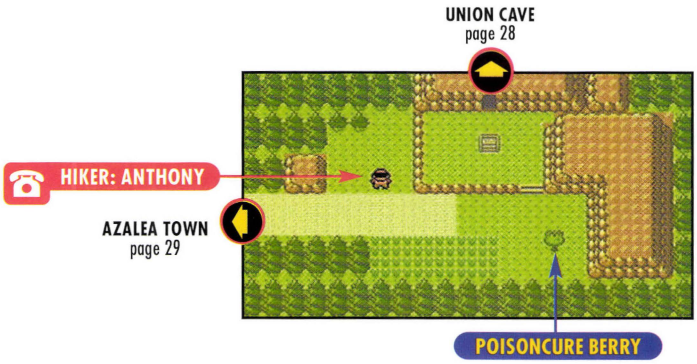


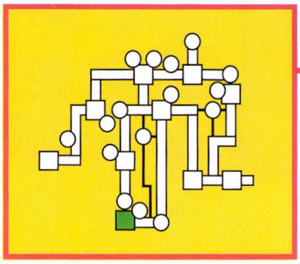


# Route 33

Route 33 is extremely short, but there is one Trainer along the way who will want to battle. When you beat the Trainer, he will offer to give you his phone number. Take it to see what he has to tell you later on. Check the tree for a Poisoncure Berry—it will come in handy.

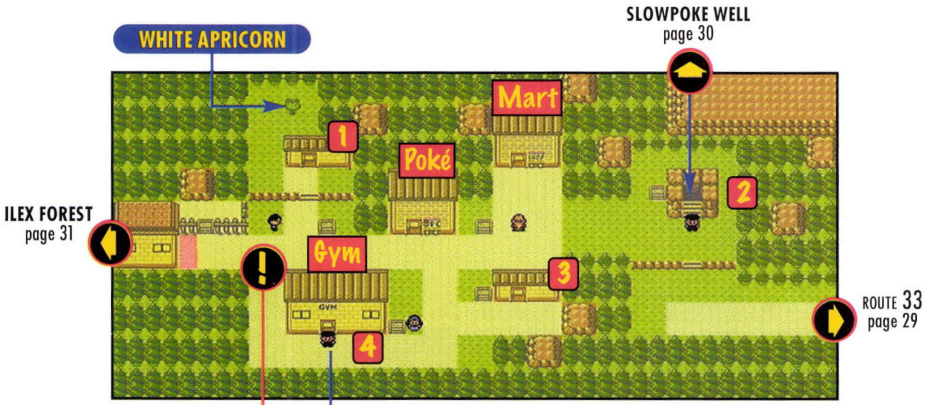
| Route 33 | GOLD | | | SILVER | | |
|---|---|---|---|---|---|---|
| | MORNING | DAY | NIGHT | MORNING | DAY | NIGHT |
| #19 RATATTA | MANY | MANY | MANY | MANY | MANY | MANY |
| #21 SPEAROW | MANY | MANY | NONE | MANY | MANY | NONE |
| #23 EKANS | NONE | NONE | NONE | MANY | MANY | MANY |
| #41 ZUBAT | FEW | NONE | MANY | FEW | NONE | MANY |
| #187 HOPPIP | MANY | MANY | NONE | MANY | MANY | NONE |





# Azalea Town

Many friendly Slowpoke used to roam freely around Azalea Town, but something has made them disappear. It's pretty certain that Team Rocket is behind the disappearance. Hurry over to Kurt's House on the left side of town to get to the bottom of the mystery!



After you defeat Team Rocket, your Rival will appear. Your Rival is strong, but if your Pokémon are over Level 16 and healthy, you'll be fine.

Until you have defeated Team Rocket and rescued the Slowpoke, a man will block the entrance to the Azalea Town Gym.

## 1 KURT'S HOUSE

**LURE BALL**

When you get to Kurt's House, you learn that he has gone to the Slowpoke Well in search of Team Rocket. Walk back to the Slowpoke Well and help Kurt out. When Team Rocket is finally defeated in town, Kurt will give you the Lure Ball. If you bring Kurt different Apricorns, he will make you different balls.

## 2 SLOWPOKE WELL

Once you've visited Kurt's House and learned the details of the Slowpoke disappearance, the man who was blocking the well will be gone. Go down into the well to help Kurt defeat Team Rocket and make Azalea Town a safe place for Slowpoke once more.

## 3 POWER UP

**CHARCOAL**

After you save the Slowpoke, the man inside the house will tell you that his apprentice is missing. Look for the apprentice in Ilex Forest. When you find him, help him out. See the Ilex Forest section for more information on helping the apprentice.

**Later:** Once you've helped the apprentice with his problem (see the Ilex Forest section, page 31) return to the house to receive Charcoal. Charcoal increases the power of Fire-type attacks.

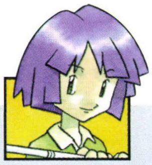
This is CHARCOAL
that I made.

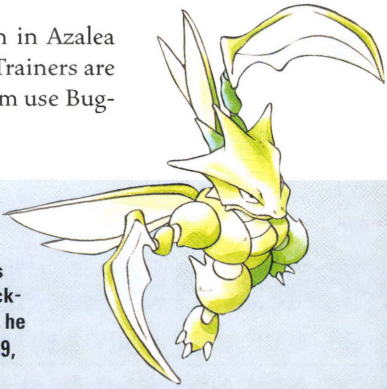
## POKéMON MART

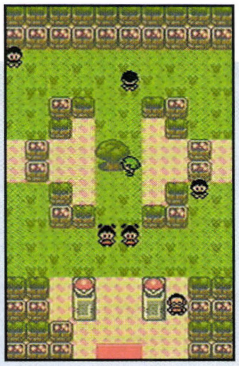
| | |
|---|---|
| CHARCOAL | 9,800 |
| POKé BALL | 200 |
| POTION | 300 |
| SUPER POTION | 700 |
| ESCAPE ROPE | 550 |
| REPEL | 350 |
| ANTIDOTE | 100 |
| PARALYZE HEAL | 200 |
| FLOWER MAIL | 50 |

## 4 AZALEA TOWN GYM

Once the Slowpoke have been saved and all is well again in Azalea Town, you can enter the Gym and take on its leader. A few Trainers are also inside the Gym. Nearly all of the people inside the Gym use Bug-type Pokémon, so take along Fire- or Flying-types.







### AZALEA TOWN GYM LEADER: BUGSY

| | | |
|---|---|---|
| LEVEL 14 | METAPOD | BUG |
| LEVEL 16 | SCYTHER | BUG/FLY |
| LEVEL 14 | KAKUNA | BUG/PSN |

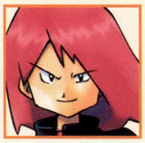
**RECOMMENDED POKéMON TYPES:**
FIRE, FLYING, ROCK

Bugsy likes Bug-type Pokémon, which makes your job much easier. Use Fire-, Flying- or Rock-types to squash Bugsy. When you defeat him, he will award you with the Hive Badge and TM 49, Fury Cutter. Fury Cutter's attack power doubles when it's used continuously.

**PRIZES: HIVE BADGE/TM 49 (FURY CUTTER)**

The Hive Badge will give you the power to control Pokémon up to Level 30, and allow you to use Cut outside of battle.

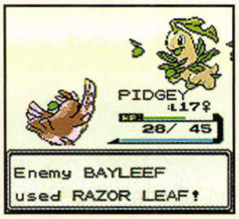
### RIVAL! BATTLE 2



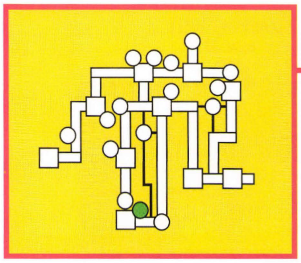
| | | |
|---|---|---|
| LEVEL 16 | CROCONAW | WTR |
| LEVEL 16 | BAYLEEF | GRS |
| LEVEL 16 | QUILAVA | FIR |
| | AND | |
| LEVEL 12 | GASTLY | GHO/PSN |
| LEVEL 14 | ZUBAT | PSN/FLY |

Once again, your Rival will have whichever starting Pokémon your starting Pokémon is weak against. A strong Electric-type could deal with many of your Rival's Pokémon nicely, especially if your Rival has a Croconaw. If your Pokémon are over Level 16 and are completely healthy, you should be able to outlast Rival.

**RECOMMENDED POKéMON TYPES:**
ELECTRIC, FIRE, GRASS, WATER



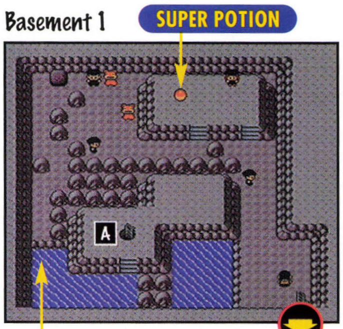
Enemy BAYLEEF
used RAZOR LEAF!



# Slowpoke Well

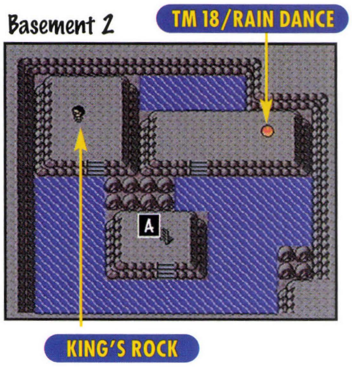
You'll see Kurt as soon as you enter the well. He's hurt his back and can't continue, so you must take on Team Rocket alone. You won't be able to explore the well completely until you know Surf and Strength, so you'll need to return to the area later.

**Basement 1**



**Later:** Surf to the area marked A on Basement 1 to reach Basement 2. There you will talk to the researcher, who will give you the King's Rock. You can also Surf to the other side, and pick up TM 18, Rain Dance.

**Basement 2**



| Basement 1 | GOLD | | | SILVER | | |
|---|---|---|---|---|---|---|
| | MORNING | DAY | NIGHT | MORNING | DAY | NIGHT |
| #41 ZUBAT | MANY | MANY | MANY | MANY | MANY | MANY |
| #79 SLOWPOKE | MANY | MANY | MANY | MANY | MANY | MANY |

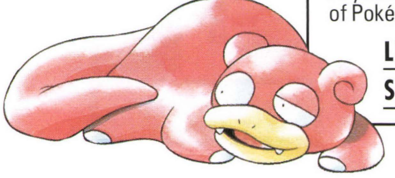
| Basement 2 | GOLD | | | SILVER | | |
|---|---|---|---|---|---|---|
| | MORNING | DAY | NIGHT | MORNING | DAY | NIGHT |
| #41 ZUBAT | MANY | MANY | MANY | MANY | MANY | MANY |
| #42 GOLBAT | FEW | FEW | FEW | FEW | FEW | FEW |
| #79 SLOWPOKE | MANY | MANY | MANY | MANY | MANY | MANY |
| #80 SLOWBRO | MANY | MANY | MANY | MANY | MANY | MANY |

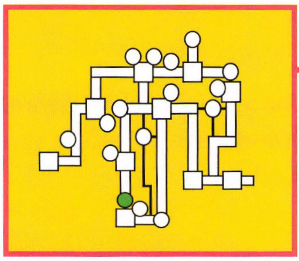
### #79 SLOWPOKE TYPE : WATER/PSYCHIC

This slow creature is an interesting mix of both Water- and Psychic-types, making it a good pick to battle many types of Pokémon. What could the King's Rock possibly do?

| | | | |
|---|---|---|---|
| LEVEL 37 | #80 | SLOWBRO | WTR/PSY |
| SEE PG.90 | #199 | SLOWKING | WTR/PSY |

| Attacks | HMs |
|---|---|
| CURSE | SURF |
| HEADBUTT | STRENGTH |
| AMNESIA | FLASH |
| PSYCHIC | |





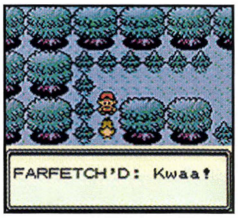
# Ilex Forest

The dark, gloomy forest is very large and confusing. After you help the Apprentice, you can explore the forest to find TM 02, Headbutt, which can shake Pokémon out of trees. The girl in the guard house will give you TM 12, Sweet Scent, which can attract more Pokémon to you.

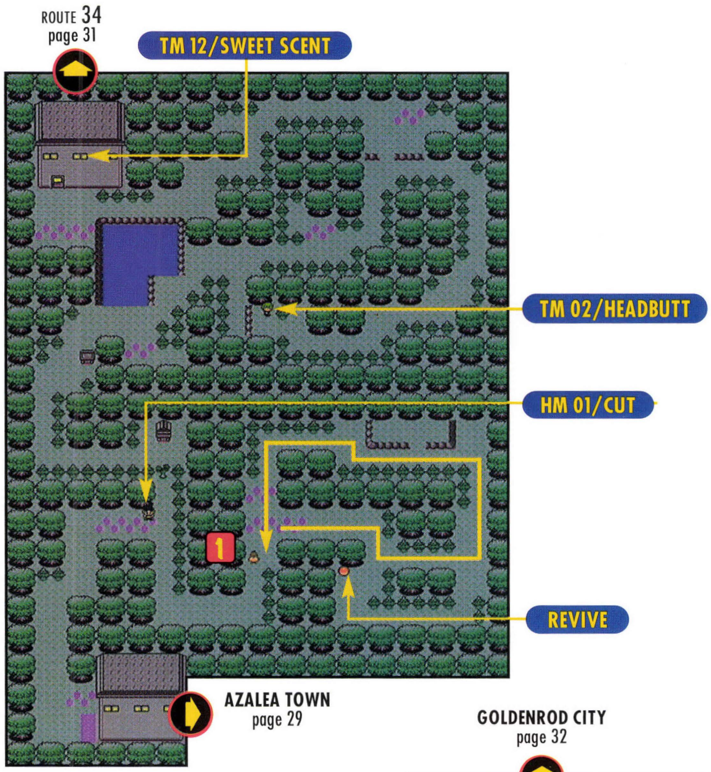
| Ilex Forrest | GOLD | | | SILVER | | |
|---|---|---|---|---|---|---|
| | MORNING | DAY | NIGHT | MORNING | DAY | NIGHT |
| #10 CATERPIE | MANY | MANY | NONE | NONE | NONE | NONE |
| #11 METAPOD | MANY | MANY | NONE | NONE | NONE | NONE |
| #14 KAKUNA | NONE | NONE | NONE | MANY | MANY | NONE |
| #13 WEEDLE | NONE | NONE | NONE | MANY | MANY | NONE |
| #41 ZUBAT | FEW | FEW | MANY | FEW | FEW | MANY |
| #43 ODDISH | NONE | NONE | MANY | NONE | NONE | MANY |
| #46 PARAS | MANY | FEW | MANY | MANY | FEW | MANY |

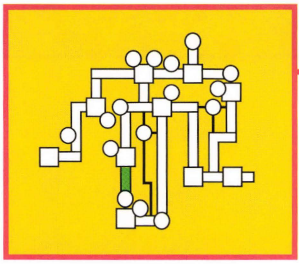
## 1 FARFETCH'D ON THE RUN

Farfetch'd is in the middle of the forest. Chase it in the box pattern shown on the map to the right, then chase it back up to the Charcoal Maker's Apprentice. The Charcoal Maker will give you HM 01, Cut! Use Cut to remove the tree at the top of the path that is blocking your way up to Route 34. If you go back to Azalea Town to the Charcoal Maker's House, the Apprentice will give you Charcoal.



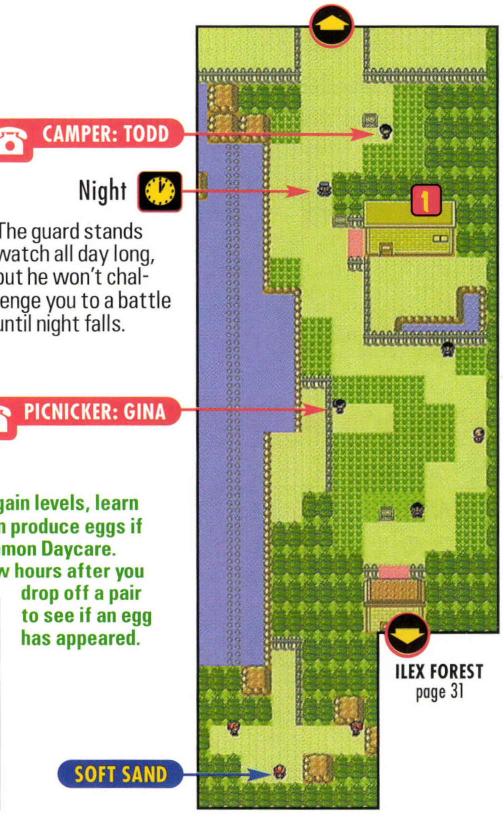
FARFETCH'D: Kwaa!





# Route 34

Route 34 falls between Ilex Forest and Goldenrod City. Near the top of the path is the Pokémon Daycare. You won't be able to get Soft Sand until you can Surf over to the three girls at the bottom left of Route 34.



The guard stands watch all day long, but he won't challenge you to a battle until night falls.

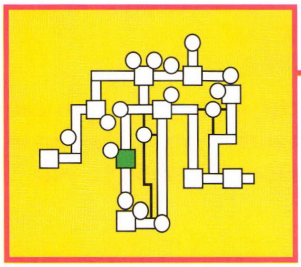
| Route 34 | GOLD | | | SILVER | | |
|---|---|---|---|---|---|---|
| | MORNING | DAY | NIGHT | MORNING | DAY | NIGHT |
| #19 RATTATA | MANY | MANY | MANY | MANY | MANY | MANY |
| #63 ABRA | MANY | MANY | MANY | MANY | MANY | MANY |
| #96 DROWZEE | MANY | MANY | MANY | MANY | MANY | MANY |
| #132 DITTO | FEW | FEW | FEW | FEW | FEW | FEW |

*Later:* Your Pokémon will gain levels, learn new moves and maybe even produce eggs if you leave them at the Pokémon Daycare. Return to the Daycare a few hours after you drop off a pair to see if an egg has appeared.

I'm the DAY-CARE MAN. Do you know

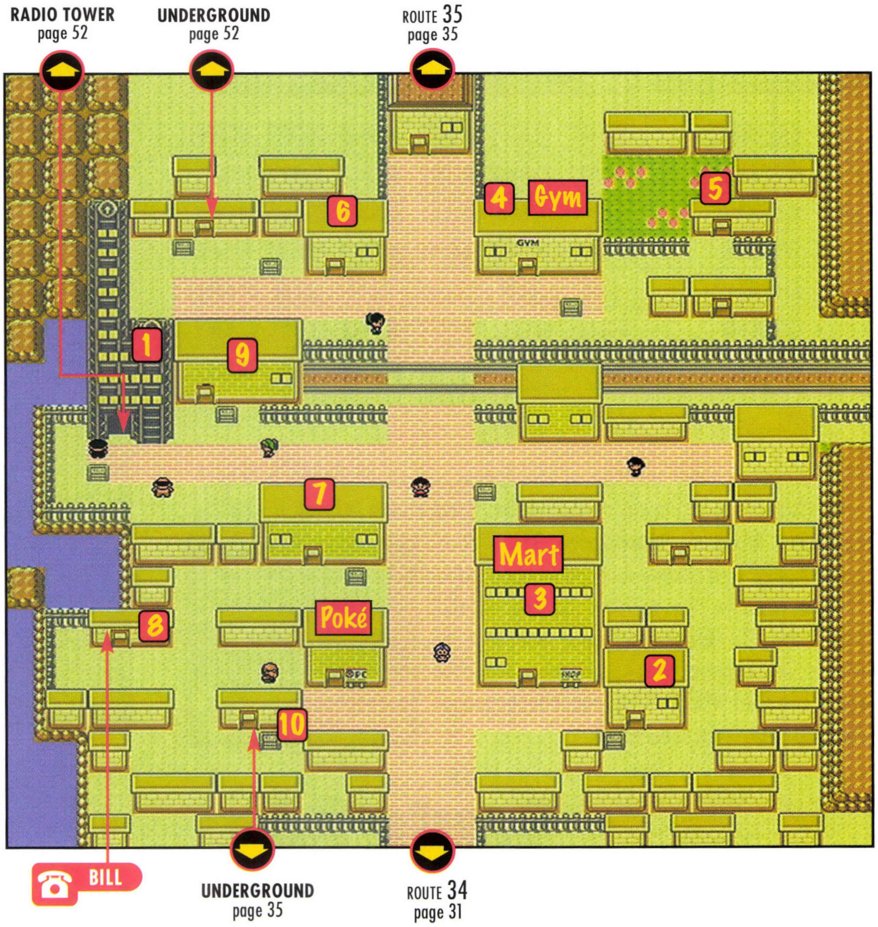
## 1 POKéMON DAYCARE

You can leave up to two Pokémon in the care of the Daycare Man and Lady. If you leave two of different genders with the couple, you might get a Pokémon Egg! You can also try leaving Ditto and any other Pokémon with the couple.



# Goldenrod City

Route 34 leads to a large city that has a Radio Tower, a Bike Shop and a huge Department Store. There are many things to see and do there—make sure you've accomplished them all before you head off to the next city or route. Team Rocket is skulking around the city.



## 1 RADIO TOWER

Many popular Radio Shows are broadcast from the Radio Tower, including Pokémon Talk with Professor Oak and DJ Mary. The station is having a contest. Talk to the third person behind the counter to enter it. Maybe you'll win a prize!

5
10
15
TUNING

Lucky Channel

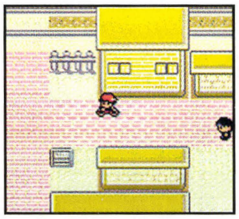
REED: Yeehaw! How y'all doin' now?

Once you get the Radio Card, you can listen to many radio programs, including the Lucky Channel. The program broadcasts one number a week. If your Pokémon match that ID number, you win.

**Later: Trade with as many Trainers as possible during your journey to acquire Pokémon with several different ID numbers. Each week, the Lucky Channel selects a different number, so tune in to channel 8.5 regularly. If you do have a matching number, go to the Radio Tower to claim a prize.**

## 2 BIKE SHOP **BICYCLE**

When you wander into the Bike Shop, the owner will ask you to ride around on one of his bikes to show everyone how much fun it is. You can move much faster with the bike. You can register the bike by highlighting it in your Pack, then choosing SEL from the menu. After that, just hit Select when you want to ride.



## POKéMON MART

| 2nd Floor-1 | |
|---|---|
| POTION | 300 |
| SUPER POTION | 700 |
| ANTIDOTE | 100 |
| PARALYZE HEAL | 200 |
| AWAKENING | 250 |
| BURN HEAL | 250 |
| ICE HEAL | 250 |

| 2nd Floor-2 | |
|---|---|
| POKé BALL | 200 |
| GREAT BALL | 600 |
| ESCAPE ROPE | 550 |
| REPEL | 350 |
| REVIVE | 1,500 |
| FULL HEAL | 600 |
| POKé DOLL | 1,000 |
| FLOWER MAIL | 50 |

| 3rd Floor | |
|---|---|
| X SPEED | 350 |
| X SPECIAL | 350 |
| X DEFEND | 550 |
| X ATTACK | 500 |
| DIRE HIT | 650 |
| GUARD SPEC. | 700 |
| X ACCURACY | 950 |

| 4th Floor | |
|---|---|
| PROTEIN | 9,800 |
| IRON | 9,800 |
| CARBOS | 9,800 |
| CALCIUM | 9,800 |
| HP UP | 9,800 |

| 6th Floor | |
|---|---|
| FRESH WATER | 200 |
| SODA POP | 300 |
| LEMONADE | 350 |

| 5th Floor | |
|---|---|
| TM 41/THUNDERPUNCH | 3,000 |
| TM 48/FIRE PUNCH | 3,000 |
| TM 33/ICE PUNCH | 3,000 |
| TM 02/HEADBUTT* | 2,000 |
| TM 08/ROCK SMASH** | 1,000 |

* TM 02 won't be available for purchase until you've already received it in Ilex Forest.

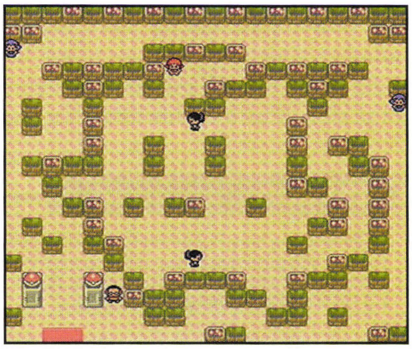
** TM 08 won't be available for purchase until you've already obtained it on Route 36.

## 3 DEPARTMENT STORE

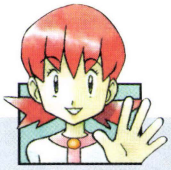
**GOLD BERRY** **TM 21/FRUSTRATION** **TM 27/RETURN**

You do more than just buy things in the Goldenrod City Department Store! Talk to everyone inside the store for interesting information, including news of a woman who visits the store every Sunday and hands out TMs to Trainers. If your lead Pokémon likes you a lot, the woman will give you TM 27, Return. If not, you will get TM 21, Frustration. A boy on the fifth floor wants to trade a Drowzee for a Machop. It's holding a Gold Berry, which can restore 30 HP to a Pokémon.

## 4 GOLDENROD CITY GYM



Every Trainer in Goldenrod City Gym is female, which is interesting but doesn't change anything. Trainers are Trainers. You have to get through quite a few Trainers to reach Whitney, the tough Gym Leader. The Goldenrod girls prefer Normal-type Pokémon.



### GOLDENROD CITY GYM LEADER: WHITNEY

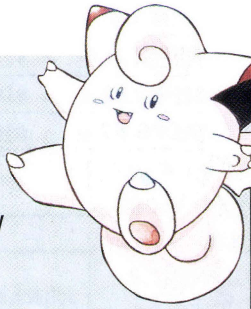
| | | |
|---|---|---|
| LEVEL 18 | CLEFAIRY | NRM |
| LEVEL 20 | MILTANK | NRM |

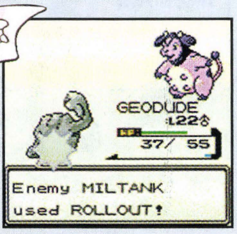
**RECOMMENDED POKéMON TYPES:**
FIGHTING, ROCK

**Whitney has only two Pokémon, but they're pretty powerful Normal-type Pokémon. If you've managed to train a Fighting-type of your own, you'll do well. Miltank uses an attack called Rollout that increases in power each turn. Try to take Miltank out quickly before Rollout takes you out.**

**PRIZES: PLAIN BADGE/TM 45 (ATTRACT)**

After you beat Whitney, you'll be able to use Strength outside of battle. You will also win TM 45, Attract.



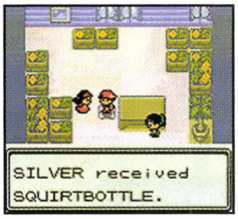


Enemy MILTANK used ROLLOUT!

## 5 TREE RELIEF

**SQUIRTBOTTLE**

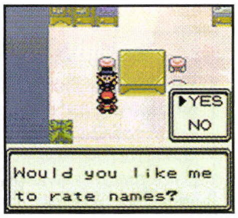
The woman inside the house will give you information about the living tree blocking the way to Route 36. After you beat Whitney, the Goldenrod City Gym Leader, go back to the house. The woman will give you the Squirtbottle to use to bother the tree.



SILVER received SQUIRTBOTTLE.

## 6 PET NAMES

A name rater lives in Goldenrod City. He will rate the name of the Pokémon that is first in your party. He will give you the option of changing that Pokémon's name. You can use the Name Rater to change the names of all your Pokémon except those you received in trade.

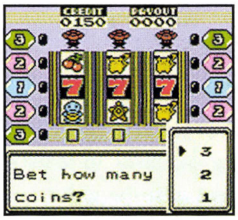


Would you like me to rate names?

## 7 LET THE GAMES BEGIN

The Goldenrod City Game Corner has two games of chance for you to play. Both are pretty difficult but very fun. You can't play the games until you've picked up the Coin Case in Goldenrod City's Underground Path. Exchange some of your money for coins—then you can play at any of the game machines. If you win big, you'll be able to exchange your coins for the prizes shown at the right.

| PRIZE | |
|---|---|
| TM 25/THUNDER | 5,500 |
| TM 14/BLIZZARD | 5,500 |
| TM 38/FIRE BLAST | 5,500 |
| #63 ABRA | 200 |
| #24 EKANS (GOLD) | 700 |
| #27 SANDSHREW (SILVER) | 700 |
| #147 DRATINI | 2,100 |

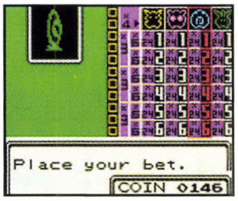


Bet how many coins?

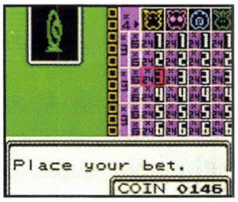
| | |
|---|---|
| CHERRY | 6 |
| PIKACHU | 8 |
| SQUIRTLE | 10 |
| STARYU | 15 |
| POKé BALL | 50 |
| 777 | 300 |

### GAME 1

Stop the three revolving wheels on the Slot Machine one at a time with the A Button. If you bet three coins, you can win with any horizontal or diagonal line of three identical symbols. Bet two coins—any horizontal row wins. If you bet one coin, the three middle symbols have to match. Each symbol's payoff is shown above.



Place your bet.
COIN 0146



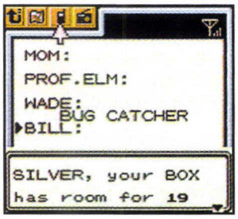
Place your bet.
COIN 0146

### GAME 2

Guess which of the 24 cards has been dealt on the left in this Card Guessing Game. You have 12 tries per game, and you must bet three coins. You pick one randomly generated card with A, and it is placed on the left. Next, you choose a vertical row, a single or double horizontal row or a single card. The fewer cards you bet on, the higher the payoff. Try choosing rows at first, then, as more cards are eliminated, move to single cards. After 12 cards are eliminated, the deck is reshuffled and the game starts over.

## 8 BILL'S HOUSE

Bill is not home, but his mom and sister are. Bill's sister will give you his number, which you can use to see how full your current storage box on Bill's PC is. Bill will call you when you fill up your box. After you meet Bill in person, return to this house for a special treat.


MOM:
PROF.ELM:
WADE:
BUG CATCHER
▶BILL:

SILVER, your BOX has room for 19

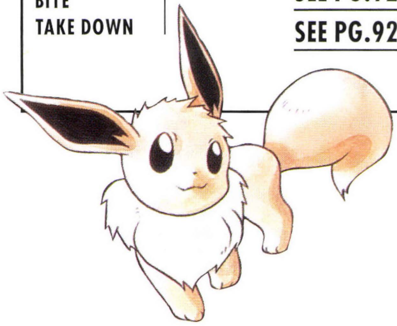
**Later: After you've met up with Bill in Ecruteak City, go back to his house in Goldenrod, where you will receive Eevee.**

### #133 EEVEE TYPE : NORMAL

Eevee is the only Pokémon that can evolve into five different types of creatures. After you get Eevee from Bill, you might want to breed five extra Eevee to evolve into the five creatures listed below. A party of the six Eevee variations would be a pretty good team to take with you!

| Attacks | HMs |
|---|---|
| SAND ATTACK | NONE |
| QUICK ATTACK | |
| BITE | |
| TAKE DOWN | |

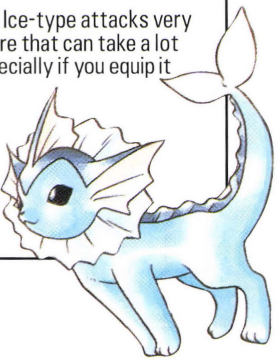
| | | | |
|---|---|---|---|
| WATER STONE | #134 | VAPOREON | WTR |
| THUNDER STONE | #135 | JOLTEON | ELC |
| FIRE STONE | #136 | FLAREON | FIR |
| SEE PG.92 | #196 | ESPEON | PSY |
| SEE PG.92 | #197 | UMBREON | DRK |



### #134 VAPOREON TYPE : WATER

Vaporeon uses both Water- and Ice-type attacks very well. It is a thick-skinned creature that can take a lot of damage before it falters, especially if you equip it with Acid Armor.

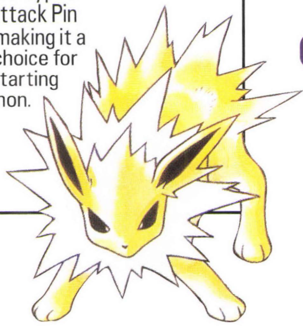
| Attacks | HMs |
|---|---|
| AURORA BEAM | SURF |
| HAZE | WHIRLPOOL |
| ACID ARMOR | WATERFALL |
| HYDRO PUMP | |



### #135 JOLTEON TYPE : ELECTRIC

Jolteon is often used against Psychic-types because it can learn the Bug-type attack Pin Missile. Jolteon is extremely fast, making it a good choice for your starting Pokémon.

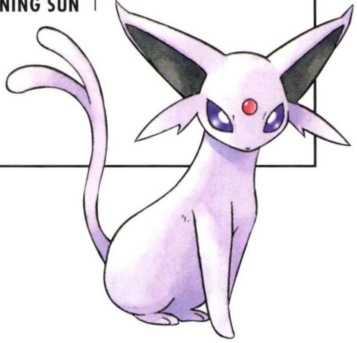
| Attacks | HMs |
|---|---|
| DOUBLE KICK | FLASH |
| PIN MISSILE | |
| THUNDER WAVE | |
| THUNDER | |



### #196 ESPEON TYPE : PSYCHIC

Espeon is a Psychic-type, and no Psychic-type Pokémon is truly complete unless it's using Psychic, one of the most powerful attacks in the game. An Espeon with a well-rounded roster of attacks would be very helpful.

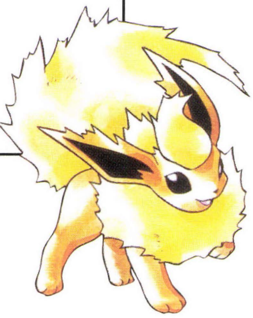
| Attacks | HMs |
|---|---|
| SAND-ATTACK | FLASH |
| BITE | |
| PSYCHIC | |
| MORNING SUN | |



### #136 FLAREON TYPE : FIRE

The firey member of the Eevee family is no slouch, and it also benefits from a well-rounded range of attacks. A powerful Fire-type attack such as Flamethrower gives this Pokémon some much-needed heat.

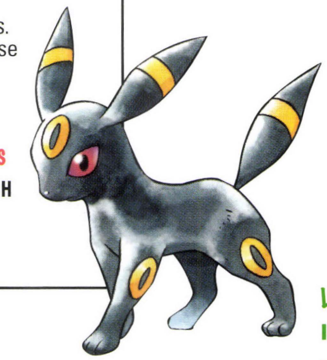
| Attacks | HMs |
|---|---|
| SAND-ATTACK | NONE |
| QUICK ATTACK | |
| BITE | |
| FLAMETHROWER | |



### #197 UMBREON TYPE : DARK

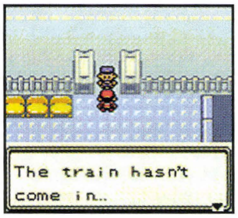
Like all Dark-types Umbreon is strong against Psychic types. You might want to raise your Eevee into an Umbreon so you can have a Dark-type.

| Attacks | HMs |
|---|---|
| PURSUIT | FLASH |
| QUICK ATTACK | |
| FAINT ATTACK | |
| MOON LIGHT | |

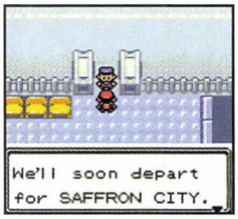


**Later: After you have fixed the problem at the Power Station in Kanto, you will need to get a Railway Pass in Saffron City. The train runs anytime you want to ride it, and it makes traveling between Johto and Kanto very easy.**

## 9 GOLDENROD CITY STATION


The train hasn't come in..

The Goldenrod City Station is a train station. The train won't be coming in for a long while, although you won't know that right away. When the Magnet Train finally does start to run, you will be able to take it to Saffron City in Kanto. But you have to fix the train's power supply and find a ticket in Kanto, and that is still a long way off.


We'll soon depart for SAFFRON CITY.

## 10 UNDERGROUND

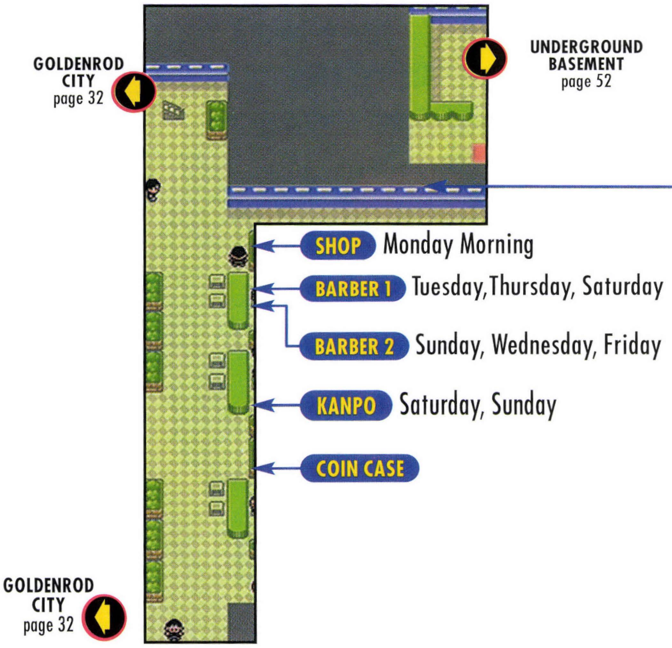
The Underground is a tunnel that connects several areas of Goldenrod City together. There are shops you can visit on different days in the Underground, so be sure to stop back often to try out the services they have to offer. Details about the Underground are located in the Radio Tower and Underground section on page 52.

I can make your POKéMON beautiful

**BARBER 1 AND BARBER 2**
The Haircut Brothers are in residence on different days. Both will cut only one of your Pokémon's hair a day, so choose wisely. Pokémon are happier and friendlier after a haircut.

| | |
|---|---|
| NUGGET | 4,500 |
| PEARL | 650 |
| BIG PEARL | 3,500 |
| STARDUST | 900 |
| STAR PIECE | 4,600 |

| | |
|---|---|
| ENERGY POWDER | 500 |
| ENERGY ROOT | 800 |
| HEAL POWDER | 450 |
| REVIVAL HERB | 2,800 |

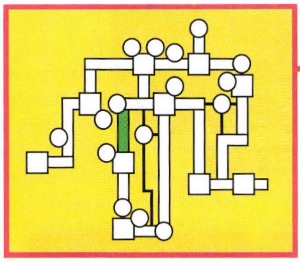

GOLDENROD CITY page 32
UNDERGROUND BASEMENT page 52
SHOP Monday Morning
BARBER 1 Tuesday, Thursday, Saturday
BARBER 2 Sunday, Wednesday, Friday
KANPO Saturday, Sunday
COIN CASE
GOLDENROD CITY page 32

The door's locked...

**SHOP**
The Bargain Shop is open on Monday mornings. All of its items are dirt cheap. Even if you don't need them, you can buy one of each and sell them to another shop and make a little profit. Not bad!

**KANPO**
Kanpo sells medicine at low prices, but they're bitter and your Pokémon won't like them much. Maybe the potions aren't a very good bargain. You can do better.

**Later:** **A door is locked the first time you come to it, but after you've made it to the top of the Radio Tower you will get a Key Card that lets you into the locked section of the Underground.**



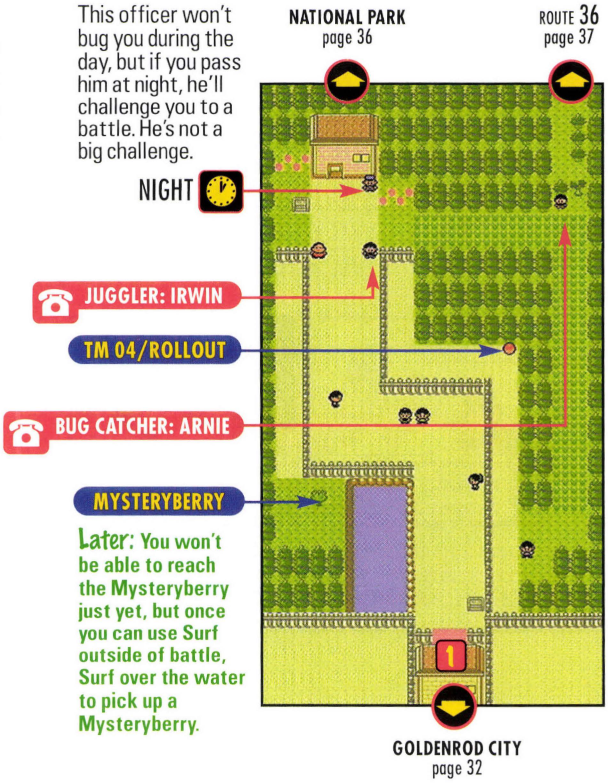
# Route 35

Route 35 leads to the National Park. If you Cut the tree on the upper right, you'll gain access to Route 36. The Trainers there have lots of different Pokémon, so you'd better have lots of different Pokémon, too.

| Route 35 | GOLD | | | SILVER | | |
|---|---|---|---|---|---|---|
| | MORNING | DAY | NIGHT | MORNING | DAY | NIGHT |
| #16 PIDGEY | FEW | FEW | NONE | FEW | FEW | NONE |
| #29 NIDORAN♀ | MANY | MANY | MANY | MANY | MANY | MANY |
| #32 NIDORAN♂ | MANY | MANY | MANY | MANY | MANY | MANY |
| #63 ABRA | MANY | MANY | MANY | MANY | MANY | MANY |
| #96 DROWZEE | MANY | MANY | MANY | MANY | MANY | MANY |
| #132 DITTO | FEW | FEW | FEW | FEW | FEW | FEW |
| #163 HOOTHOOT | NONE | NONE | FEW | NONE | NONE | FEW |
| #193 YANMA | FEW | FEW | FEW | FEW | FEW | FEW |

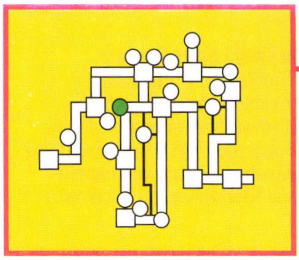
## 1 SPECIAL DELIVERY **HP UP**

Talk to the guard in the southernmost guard house. He will ask you to take a Pokémon that's holding mail to his friend on Route 31. After you finish the errand, come back to the guard house. The guard will give you HP UP.


NATIONAL PARK page 36
ROUTE 36 page 37
NIGHT
☎ JUGGLER: IRWIN
TM 04/ROLLOUT
☎ BUG CATCHER: ARNIE
MYSTERYBERRY
1
GOLDENROD CITY page 32

This officer won't bug you during the day, but if you pass him at night, he'll challenge you to a battle. He's not a big challenge.

**Later:** **You won't be able to reach the Mysteryberry just yet, but once you can use Surf outside of battle, Surf over the water to pick up a Mysteryberry.**



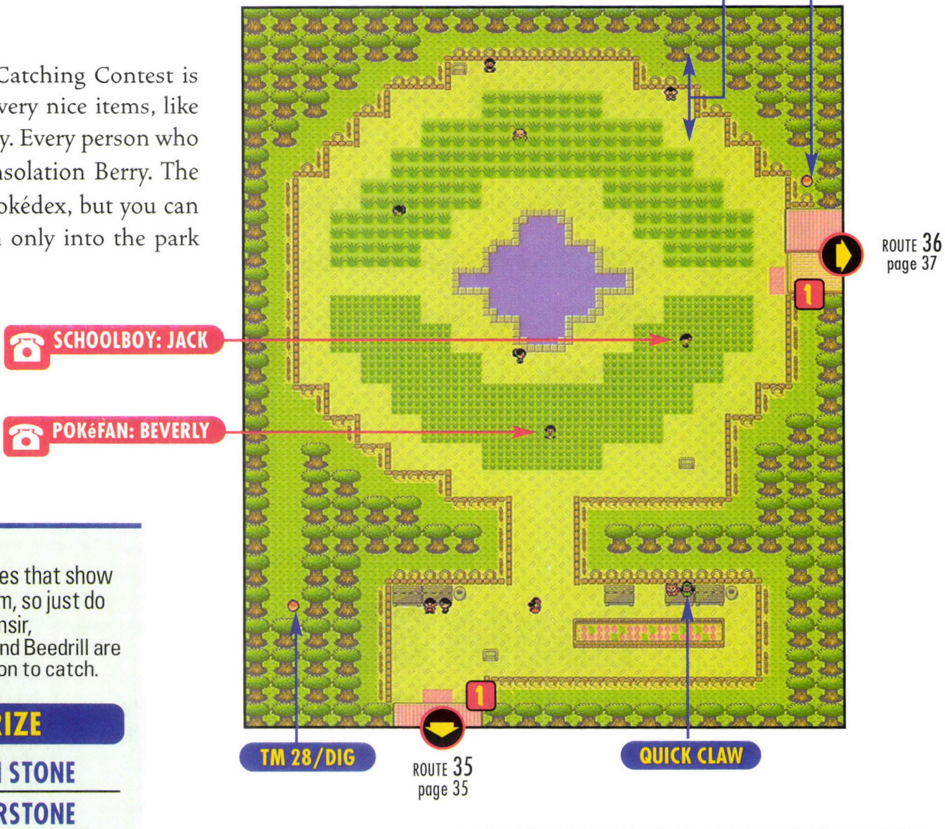
# National Park

The pretty park is filled with tall grass and trees. There are several Trainers to battle and chat with, and they've brought along Bug-, Grass- and Rock-type Pokémon.

## 1 BUG-CATCHING EVENT

Every Tuesday, Thursday and Saturday, a Bug-Catching Contest is held in National Park. Players compete to win very nice items, like the Sun Stone, the Everstone and the Gold Berry. Every person who enters wins something, even if it's just the consolation Berry. The bugs that you catch will be entered into your Pokédex, but you can keep only one bug. You can take one Pokémon only into the park with you to help. Use a Pokémon that can paralyze, put to sleep or otherwise stun other Pokémon to make them easier to catch. National Park is the only place to catch some Pokémon, so don't miss out.

You might not notice that there's a gap in the fence, but there is one next to the kid on the upper right. Go through the gap to get the items beyond the fence.

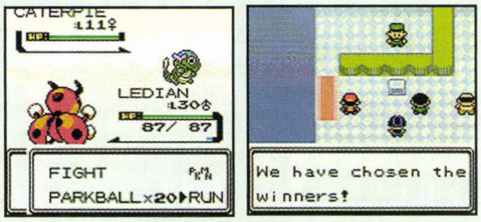


### BUG-CATCHING EVENT

| | |
|---|---|
| #10 CATERPIE | LEVEL 7-18 |
| #11 METAPOD | LEVEL 9-18 |
| #12 BUTTERFREE | LEVEL 12-15 |
| #13 WEEDLE | LEVEL 7-18 |
| #14 KAKUNA | LEVEL 9-18 |
| #15 BEEDRILL | LEVEL 12-15 |
| #46 PARAS | LEVEL 10-17 |
| #48 VENONAT | LEVEL 10-16 |
| #123 SCYTHER | LEVEL 13-14 |
| #127 PINSIR | LEVEL 13-14 |

The Bug-types that show up are random, so just do your best. Pinsir, Butterfree and Beedrill are good Pokémon to catch.

| PRIZE | |
|---|---|
| 1ST | SUN STONE |
| 2ND | EVERSTONE |
| 3RD | GOLD BERRY |
| CONSOLATION | BERRY |


CATERPIE ♀ :L11
LEDIAN :L30♂
87/ 87
FIGHT
PARKBALL×20 RUN

We have chosen the winners!

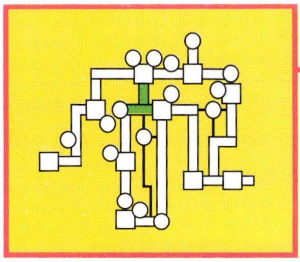
You get 20 Parkballs and 20 minutes to catch the toughest Bug-type Pokémon you can find. The contest is over when you run out of Parkballs or time.

| National Park | GOLD MORNING | GOLD DAY | GOLD NIGHT | SILVER MORNING | SILVER DAY | SILVER NIGHT |
|---|---|---|---|---|---|---|
| #10 CATERPIE | MANY | MANY | NONE | NONE | NONE | NONE |
| #11 METAPOD | MANY | MANY | NONE | NONE | NONE | NONE |
| #13 WEEDLE | NONE | NONE | NONE | MANY | MANY | NONE |
| #14 KAKUNA | NONE | NONE | NONE | MANY | MANY | NONE |
| #16 PIDGEY | MANY | MANY | NONE | MANY | MANY | NONE |
| #163 HOOTHOOT | NONE | NONE | MANY | NONE | NONE | MANY |
| #191 SUNKERN | NONE | MANY | NONE | NONE | MANY | NONE |

**#191 SUNKERN** TYPE : GRASS

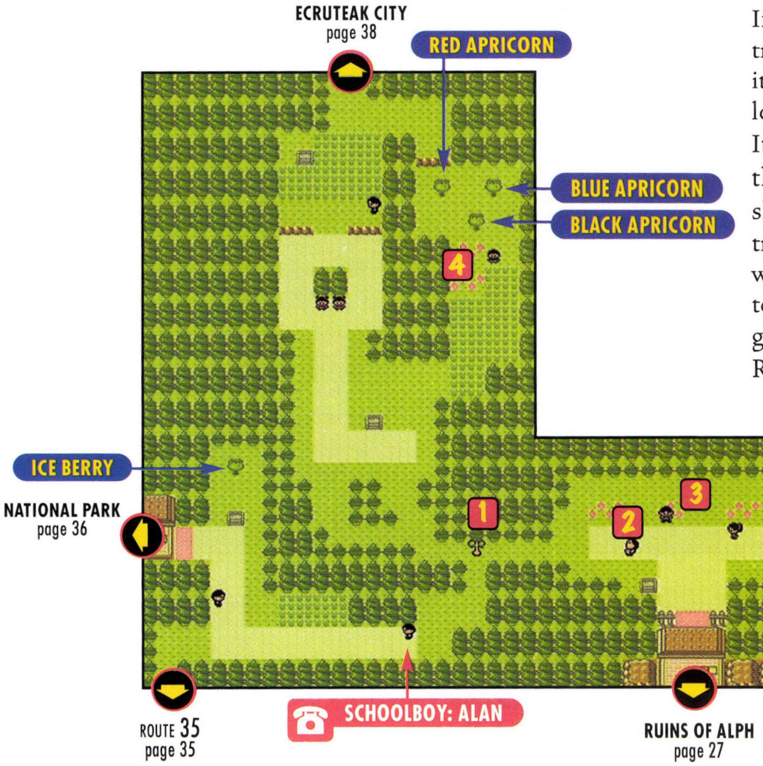
SUN STONE #192 SUNFLORA GRS

| Attacks | HMs |
|---|---|
| GROWTH | CUT |
| SUNNY DAY | FLASH |
| SYNTHESIS | |
| GIGA DRAIN | |



# Route 36 & Route 37

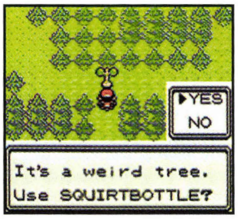
The next two roads are short, but they lead in many directions and join several areas together. The tree you couldn't get past is still there, but this time you have the Squirtbottle from Goldenrod City. When the tree is gone, you'll finally be able to move on to the next area.



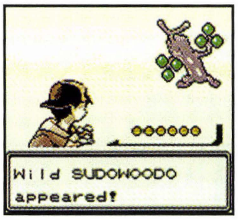
## 1 2 WEIRD TREE

**TM 08/ROCK SMASH**

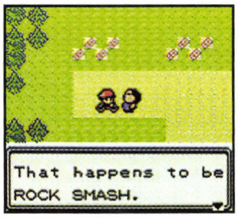
If you use the Squirtbottle on the weird tree, it will attack you. It's not a tree at all—it's Sudowoodo, a Rock-type Pokémon that looks like a tree! It's the only place that Sudowoodo shows up. After the tree is out of the way, talk to the guy to the right. He will give you TM 08, Rock Smash.



It's a weird tree.
Use SQUIRTBOTTLE?



Wild SUDOWOODO
appeared!



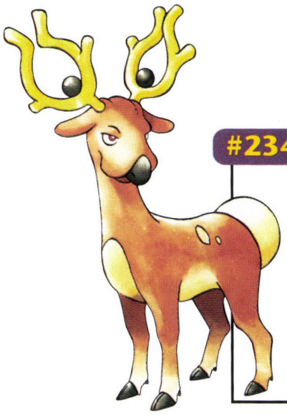
That happens to be
ROCK SMASH.

## 3 THE DAY BROTHERS

**4 HARD STONE** **MAGNET**

Every Thursday, Arthur (3) will be waiting to give you Hard Stone, which increases the power of Rock-type attacks. On Sunday, Sunny (4) will give you Magnet, which increases the power of Electric-type attacks.

| Route 37 | GOLD | | | SILVER | | |
|---|---|---|---|---|---|---|
| | MORNING | DAY | NIGHT | MORNING | DAY | NIGHT |
| #16 PIDGEY | MANY | MANY | NONE | MANY | MANY | NONE |
| #17 PIDGEOTTO | NONE | FEW | NONE | NONE | FEW | NONE |
| #37 VULPIX | NONE | NONE | NONE | MANY | MANY | MANY |
| #58 GROWLITHE | MANY | MANY | MANY | NONE | NONE | NONE |
| #163 HOOTHOOT | NONE | NONE | MANY | NONE | NONE | MANY |
| #165 LEDYBA | NONE | NONE | NONE | MANY | NONE | NONE |
| #167 SPINARAK | NONE | NONE | MANY | NONE | NONE | NONE |
| #234 STANTLER | MANY | MANY | MANY | MANY | MANY | MANY |



### #234 STANTLER TYPE : NORMAL

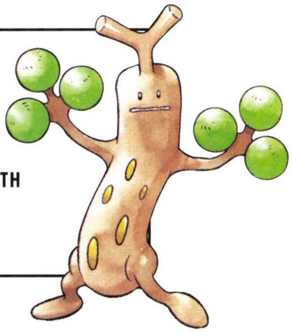
Stantler's regal antlers can confuse and disorient anyone that stares at them too long. Not surprisingly, Stantler can learn attacks like Hypnosis and Confuse Ray. You can also equip Stantler with moves like Take Down and Stomp.

| Attacks | HMs |
|---|---|
| HYPNOSIS<br>STOMP<br>TAKE DOWN<br>CONFUSE RAY | FLASH |

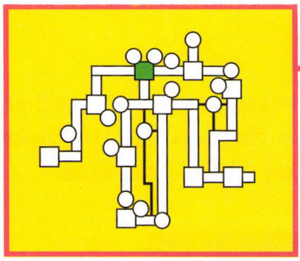
### #185 SUDOWOODO TYPE : ROCK

Sudowoodo reacts to the water from the Squirtbottle because it's a Rock-type, which is weak against water. Sudowoodo is very rare. Try to add it to your collection!

| Attacks | HMs |
|---|---|
| MIMIC<br>LOW KICK<br>ROCK SLIDE<br>FAINT ATTACK | STRENGTH |



| Route 36 | GOLD | | | SILVER | | |
|---|---|---|---|---|---|---|
| | MORNING | DAY | NIGHT | MORNING | DAY | NIGHT |
| #16 PIDGEY | MANY | MANY | NONE | MANY | MANY | NONE |
| #29 NIDORAN ♀ | MANY | MANY | MANY | MANY | MANY | MANY |
| #32 NIDORAN ♂ | MANY | MANY | MANY | MANY | MANY | MANY |
| #37 VULPIX | NONE | NONE | NONE | MANY | MANY | MANY |
| #58 GROWLITHE | MANY | MANY | MANY | NONE | NONE | NONE |
| #163 HOOTHOOT | NONE | NONE | MANY | NONE | NONE | MANY |
| #234 STANTLER | FEW | FEW | FEW | FEW | FEW | FEW |



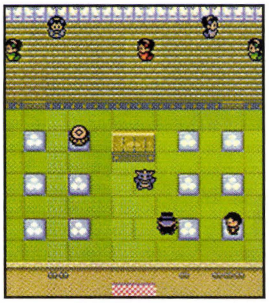
# Ecruteak City

Ecruteak City once had two towers, but one burned down in a mysterious fire. There is a story that says the remaining structure, the Tin Tower, is visited by a Legendary Pokémon. You will meet Bill, whose PC storage system you use to keep your Pokémon safe, in Ecruteak.

## 1 THE KIMONO GIRLS

**HM 03/SURF**

The five Kimono Girls battle with the five evolutions of Eevee. If you defeat them all, the old man will give you HM 03, Surf, an item you will need to continue your journey. The Kimono Girls are very good Trainers, and their Eevee evolutions are very tough.



FLAREON
:L17♂
HP:

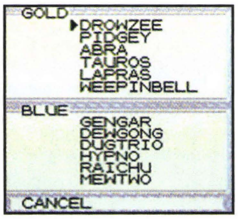
CROCONAW
used WATER GUN!

You don't have to take on all five Kimono Girls at once. Heal your Pokémon after each battle.

## 2 BILL AND THE TIME CAPSULE

You will run into Bill in the Pokémon Center. He's fixing the Time Capsule. The day after you talk to Bill, you can use the Time Capsule to trade Pokémon from and to the Red, Blue and Yellow Pokémon games. After you meet Bill, return to his house in Goldenrod to get Eevee.

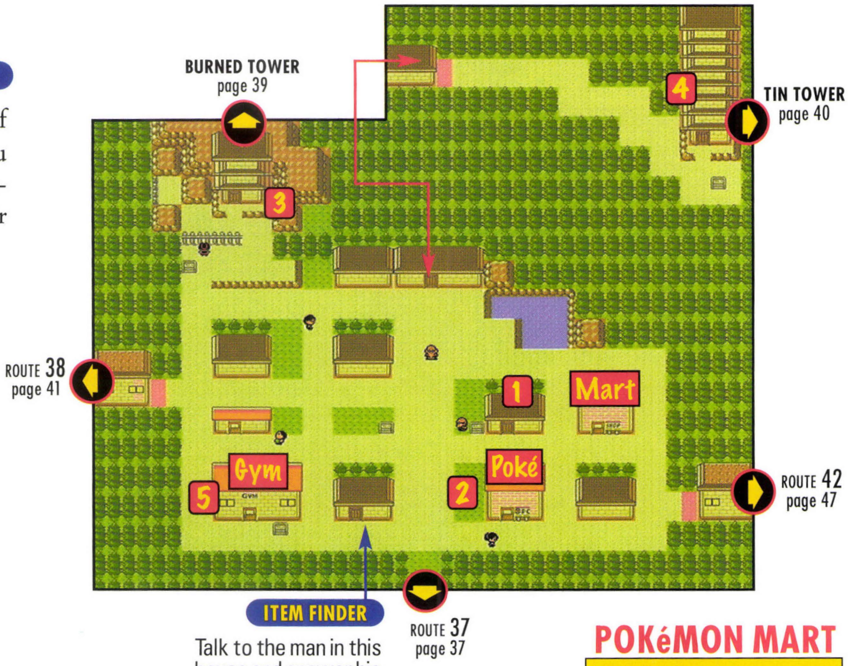
Hi, I'm BILL. And
who are you?



GOLD
▸DROWZEE
PIDGEY
ABRA
TAUROS
LAPRAS
WEEPINBELL
BLUE
GENGAR
DEWGONG
DUGTRIO
HYPNO
RAICHU
MEWTWO
CANCEL

## 3 BURNED TOWER

Make sure you heal your Pokémon before you enter the Burned Tower. Just before you enter the Tower, you will meet up with your Rival, who has a much bigger team of Pokémon to challenge you with.



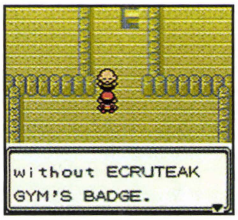
Talk to the man in this house and answer his question. He will give you the Item Finder, which beeps when you are near a hidden item.

### POKéMON MART

| | |
|---|---|
| POKéBALL | 200 |
| GREAT BALL | 600 |
| POTION | 300 |
| SUPER POTION | 700 |
| ANTIDOTE | 100 |
| PARALYZE HEAL | 200 |
| AWAKENING | 250 |
| BURN HEAL | 250 |
| ICE HEAL | 250 |
| REVIVE | 1,500 |

## 4 TIN TOWER

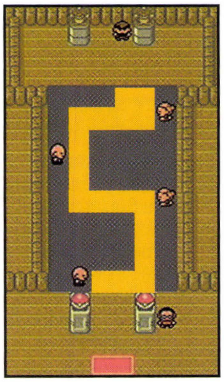
You won't be able to enter the Tin Tower until you have the Fog Badge from Ecruteak's Gym. You also need the Rainbow Wing, which you get in two different ways. Check the section about the Tin Tower on page 40 for more details.

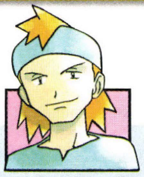


without ECRUTEAK
GYM'S BADGE.

## 5 ECRUTEAK CITY GYM

The floor will knock you back to the start unless you follow the path marked in yellow to make it to the Gym Trainers and Leader. Many of the Pokémon are using a new attack, Mean Look, which makes it impossible for you to switch your active Pokémon, so try to defeat the Trainers quickly before you're trapped!





## ECRUTEAK CITY GYM LEADER: MORTY

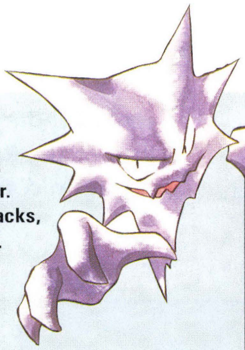
| | | |
|---|---|---|
| LEVEL 21 | GASTLY | GHO/PSN |
| LEVEL 21 | HAUNTER | GHO/PSN |
| LEVEL 25 | GENGAR | GHO/PSN |
| LEVEL 23 | HAUNTER | GHO/PSN |

**RECOMMENDED POKéMON TYPES:**
GROUND, PSYCHIC

Like all of the Trainers in the Gym, Morty uses Ghost-types exclusively. He has one Gastly, two Haunter and one Gengar. They're all very weak against Psychic- or Ground-type attacks, which makes your Pokémon selection process pretty easy.

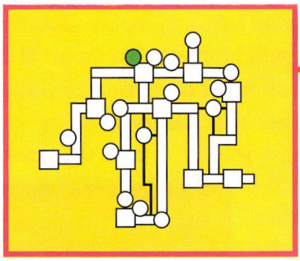
**PRIZES:** FOG BADGE/TM 30 (SHADOW BALL)

The Fog Badge allows you to use Surf outside of battle, which is crucial at this stage.



CROCONAW
SLP
32/ 70

Enemy GENGAR
used DREAM EATER!

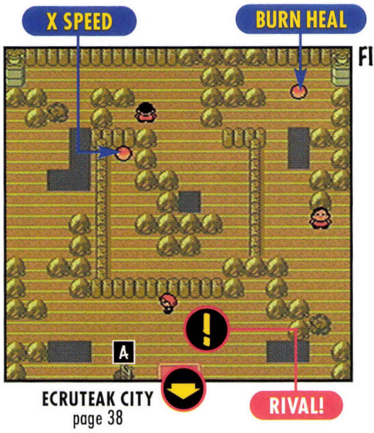


# Burned Tower

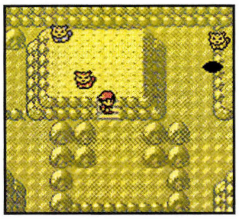
You will use Rock Smash inside the Burned Tower, so teach a Pokémon the move before you take on the tower. You also have to fall down the holes in the floor to pick up every item in the tower.

## 1 RARE CREATURES

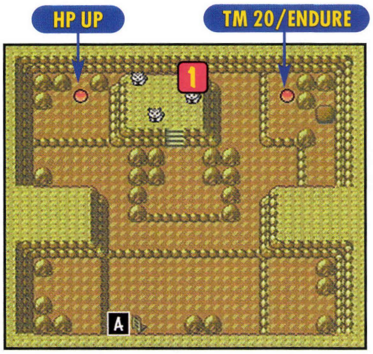
When you drop down into the basement from the hole in the middle of the floor, you will see three Pokémon—but they will quickly run away. They are Raikou, Entei and Suicune, and they will wander around Johto randomly. Try to catch them!



| First Floor | GOLD | | | SILVER | | |
|---|---|---|---|---|---|---|
| | MORNING | DAY | NIGHT | MORNING | DAY | NIGHT |
| #19 RATTATA | MANY | MANY | MANY | MANY | MANY | MANY |
| #20 RATICATE | FEW | FEW | FEW | FEW | FEW | FEW |
| #41 ZUBAT | MANY | MANY | MANY | MANY | MANY | MANY |
| #109 KOFFING | MANY | MANY | MANY | MANY | MANY | MANY |

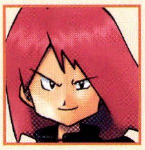


The three rare Pokémon always run away quickly, so it takes luck to catch them.



| Basement 1 | GOLD | | | SILVER | | |
|---|---|---|---|---|---|---|
| | MORNING | DAY | NIGHT | MORNING | DAY | NIGHT |
| #19 RATTATA | MANY | MANY | MANY | MANY | MANY | MANY |
| #41 ZUBAT | FEW | FEW | FEW | FEW | FEW | FEW |
| #109 KOFFING | MANY | MANY | MANY | MANY | MANY | MANY |
| #126 MAGMAR | FEW | MANY | FEW | FEW | MANY | FEW |

### RIVAL! Battle 3



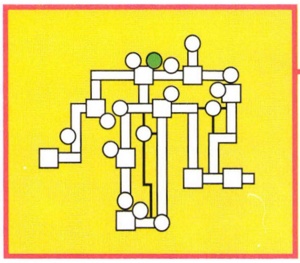
| | | |
|---|---|---|
| LEVEL 22 | CROCONAW | WTR |
| LEVEL 22 | BAYLEEF | GRS |
| LEVEL 22 | QUILAVA | FRE |
| | AND | |
| LEVEL 20 | HAUNTER | GHO/PSN |
| LEVEL 18 | MAGNEMITE | ELC/STL |
| LEVEL 20 | ZUBAT | GHO/FLY |

Your Rival has bulked up his Pokémon roster, and it's much tougher than before. He has a Magnemite that is a strong Electric-and-Steel-type. Use Ground- and Fire-types against the Rival's team—you should come out the winner. Use a type his starting Pokémon is weak against, too.

**RECOMMENDED POKéMON TYPES:**
ELECTRIC, FIRE, GRASS, GROUND, WATER

FLAAFFY
:L20♀
63/ 63

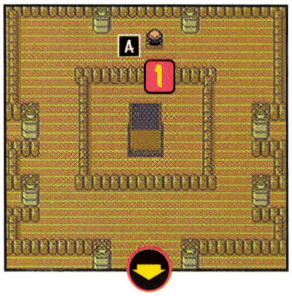
Enemy HAUNTER
used CURSE!



# Tin Tower

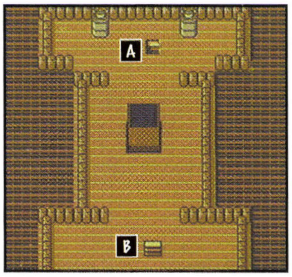
The Legendary Bird, Ho-oh, lives on the roof of the Tin Tower. You can't go up the Tower without the Rainbow Wing, which you will get from the Radio Station Manager in Goldenrod City in Gold and from the old man in Pewter City in Silver.

First Floor

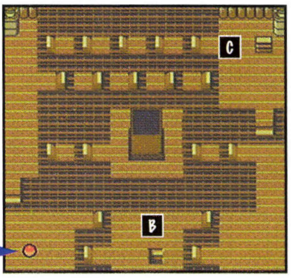


ECRUTEAK CITY
page 38

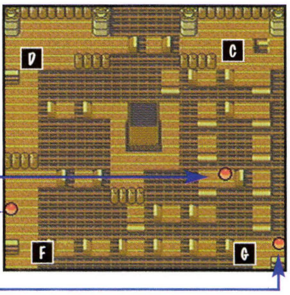
Second Floor



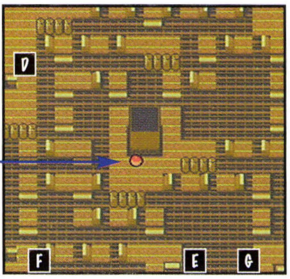
Thitd Floor


C
B
FULL HEAL

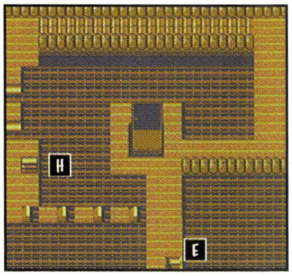
Fourth Floor


D
C
F
G
ULTRA BALL
ESCAPE ROPE
SUPER POTION

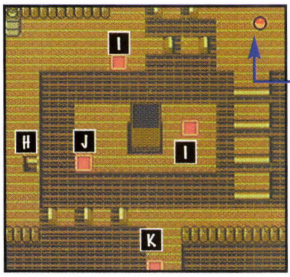
Fifth Floor


D
F
E
G
RARE CANDY

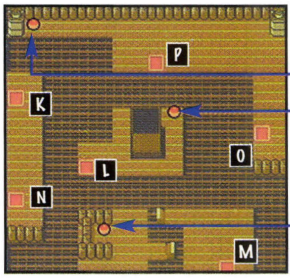
Sixth Floor



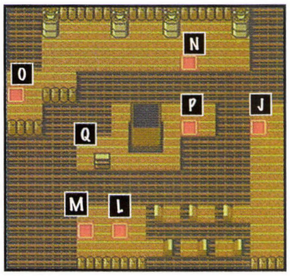
Seventh Floor


I
H
J
I
K
MAX REVIVE

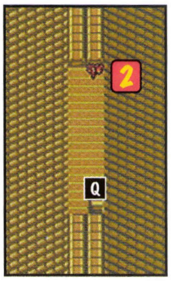
Eighth Floor


P
K
O
L
N
M
FULL RESTORE
MAX ELIXIR
NUGGET

Ninth Floor



Rooftop

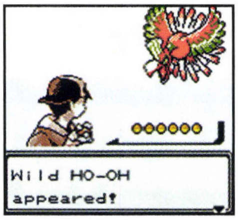


## 1 ASCEND THE TIN TOWER

If you're playing Gold, you will get the Rainbow Wing in Johto. If you're playing Silver, a monk will block the stairs on the first floor and you won't be able to continue up until you get the Rainbow Wing in Kanto. You'll have to wait to take the maze of floors to the top until well after you've beaten the Elite Four. Follow the letters on the maps to get to the top of the Tower.

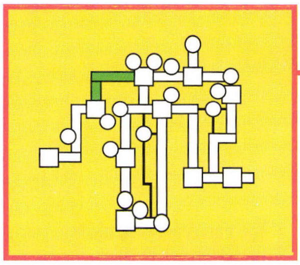
## 2 HO-OH ON TOP

The Legendary Bird, Ho-oh, is on the Tower's roof. Ho-oh will be at Level 40 in Gold, and Level 70 in Silver. Save your game when you get to the rooftop, and be sure to have plenty of Ultra Balls on hand, and maybe a few Potions, Revives, and other helpful items. You can use the Escape Rope, Dig or Fly to leave the Tower quickly.



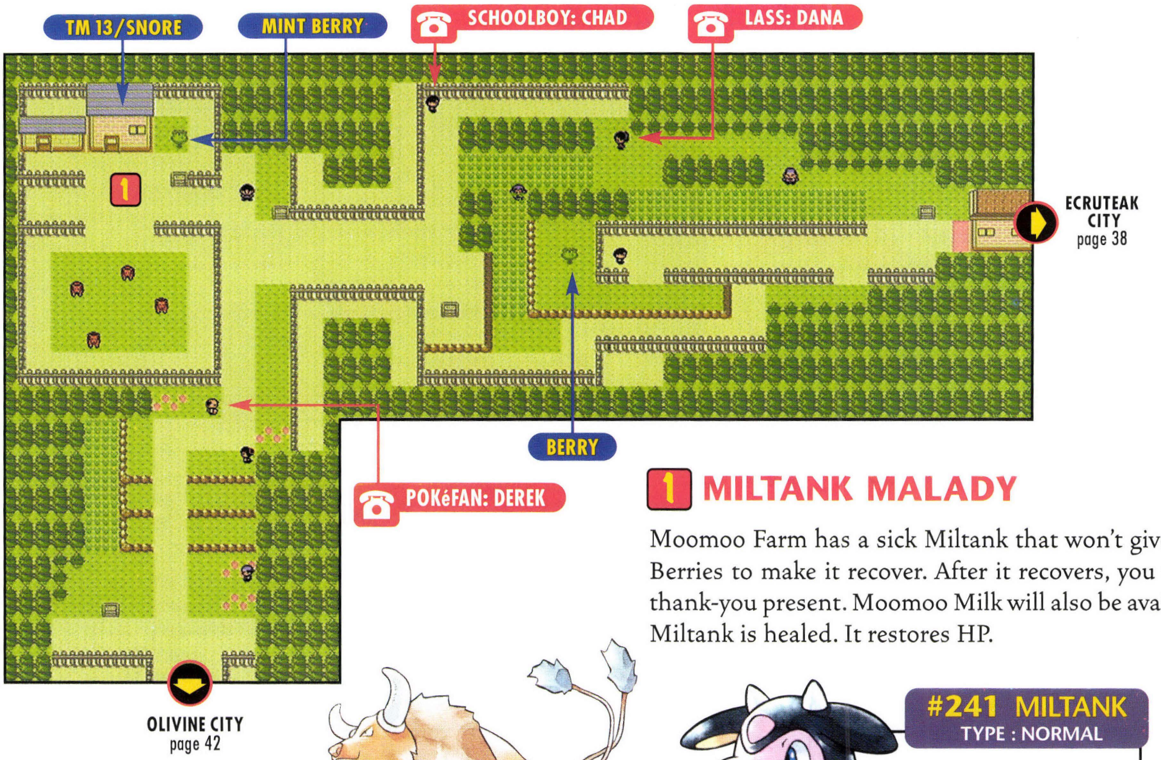
Wild HO-OH appeared!

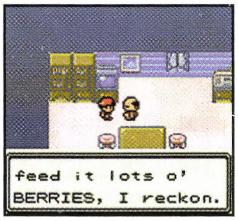
**#250 HO-OH**
TYPE : FIRE/FLYING



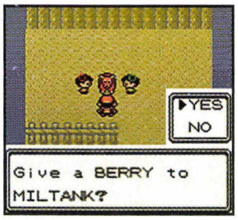
# Route 38 & Route 39

Routes 38 and 39 branch off in many places, and quite a few Trainers are hanging out on the two roads. They're using Flying-, Electric-, Grass- and Water-type Pokémon, among others. Moomoo Farm is along the way, and one of its Miltank is ill. You might want to help it out.





feed it lots o' BERRIES, I reckon.

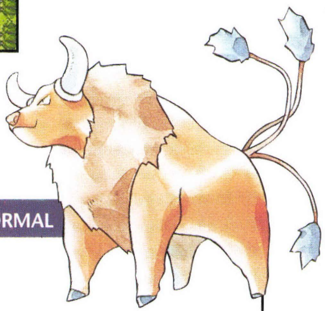


Give a BERRY to MILTANK?

▸YES
NO

## 1 MILTANK MALADY

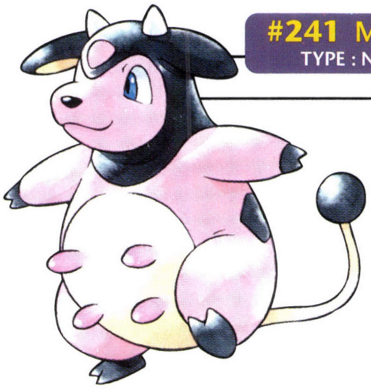
Moomoo Farm has a sick Miltank that won't give milk. Feed it many, many Berries to make it recover. After it recovers, you will get TM 13, Snore, as a thank-you present. Moomoo Milk will also be available for purchase after the Miltank is healed. It restores HP.



### #128 TAUROS TYPE : NORMAL

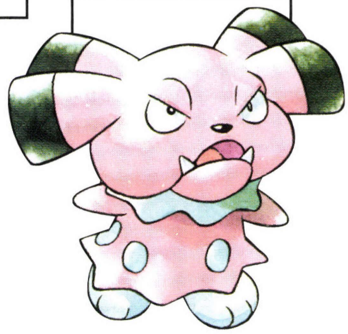
Like many larger Pokémon, Tauros does very well with attacks that take advantage of its substantial heft and its relatively strong attack power. Tauros are always male—if you want another Tauros, you'll have to leave it at the Daycare with Ditto.

| Attacks | HMs |
|---|---|
| HORN DRILL | NONE |
| BODY SLAM | |
| HYPER BEAM | |
| EARTHQUAKE | |

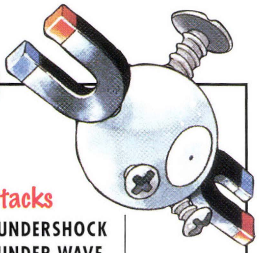


### #241 MILTANK
TYPE : NORMAL

### #209 SNUBBULL
TYPE : NORMAL



### #81 MAGNEMITE TYPE : ELECTRIC/STEEL

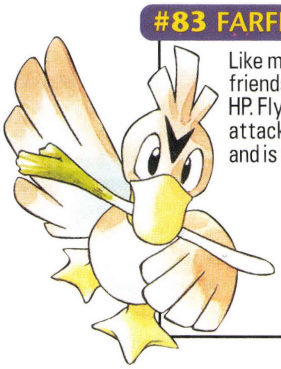


Magnemite used to be classified as an Electric-type, but in Gold and Silver, it is considered to be an Electric-and-Steel-type. The Pokémon does very well with Electric-type moves, and you can teach it the HM Flash so it can light up dark caves for you.

LEVEL 30 #82 MAGNETON ELC/STL

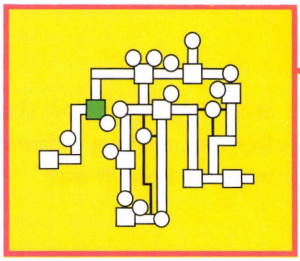
| Attacks | HMs |
|---|---|
| THUNDERSHOCK | FLASH |
| THUNDER WAVE | |
| LOCK-ON | |
| ZAP CANNON | |

### #83 FARFETCH'D TYPE : NORMAL/FLYING



Like many of its fine, feathered, flying-type friends, Farfetch'd has pretty low stats and HP. Flying-types can learn the essential Fly attack, which can help them avoid being hit and is very useful outside of battle.

| Attacks | HMs |
|---|---|
| SAND-ATTACK | FLY |
| SWORDS DANCE | |
| SLASH | |
| FALSE SWIPE | |



# Olivine City

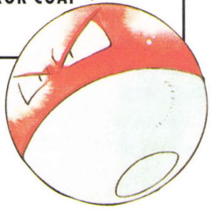
The port town of Olivine City has a couple of interesting attractions—the Lighthouse and the port for the high-speed watercraft, the S.S. Aqua. There's a problem at the Lighthouse that you need to attend to before you can even attempt to battle the city's Gym Leader.

### #100 VOLTORB TYPE : ELECTRIC

Voltorb isn't much on looks, but it is one of the fastest Electric-type Pokémon that does extremely well with Electric-type attacks. You can always teach it Explosion to ensure that all of its battles go out with a bang.

| Attacks | HMs |
|---|---|
| LIGHT SCREEN | FLASH |
| SWIFT | |
| EXPLOSION | |
| MIRROR COAT | |

**LEVEL 30 #101 ELECTRODE ELC**



## 1 2 FISHING FOR ITEMS

**GOOD ROD** **HM 04/STRENGTH**

The man in the house (1) will give you the Good Rod, which will help you catch different and higher-Level Water-type Pokémon. The Sailor in the other house (2) gives you HM 04, Strength, which will help tremendously in the next city. Strength allows you to move the squarish rocks inside caves and tunnels.

## 3 LIGHTHOUSE HELP

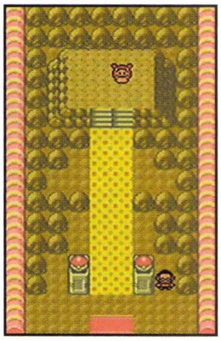
If you want to win Olivine City's Gym Badge, you'll have to head over to the Lighthouse where the Gym Leader is. The Lighthouse is full of Trainers trying to prove their worth, so be prepared for quite a few battles.

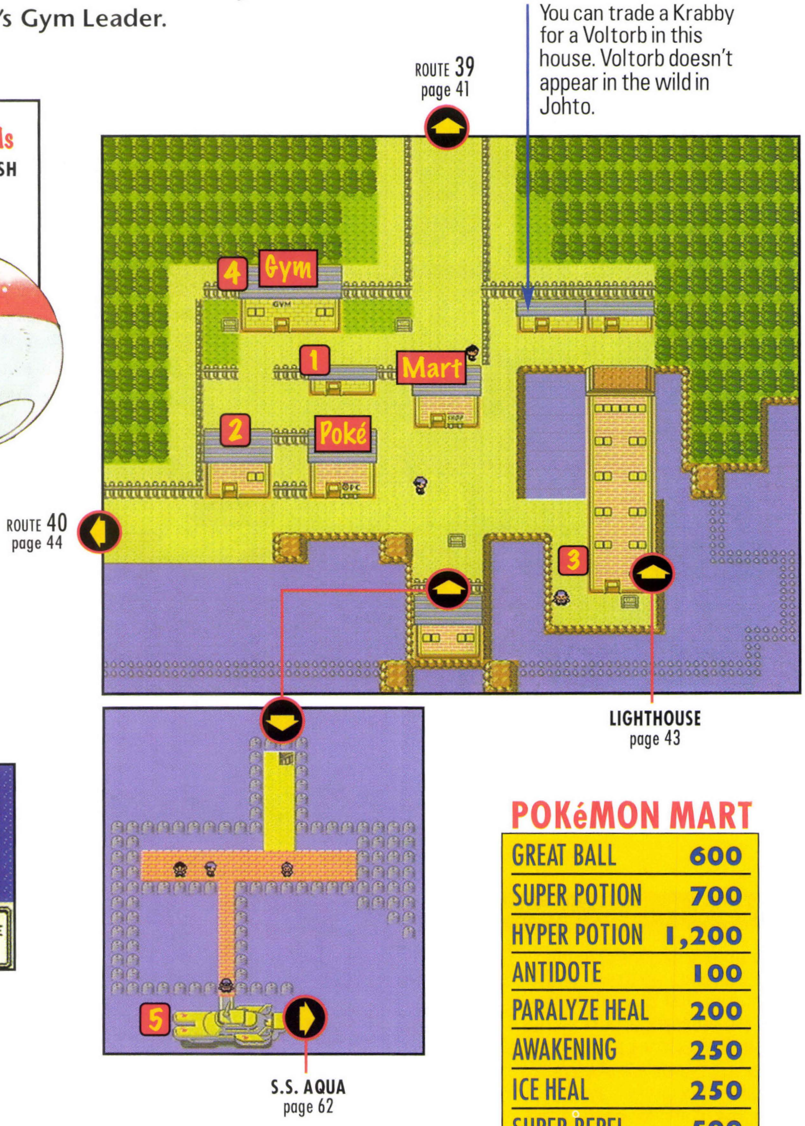
OLIVINE LIGHTHOUSE
Also Known as the

## 4 OLIVINE CITY GYM

You won't be able to battle in the actual Gym for a while. Visit the Lighthouse to find the Gym Leader, then work on her errand in the next city. When the Lighthouse's Pokémon is healed, the Gym Leader will head back to the Gym and you will be able to battle for the Badge.

**Later: After you help the Gym Leader, Jasmine, heal the Pokémon in the Lighthouse, she will go back to the Gym and offer to battle you. She doesn't cut you any slack, even though you helped her with her problem.**




ROUTE 39
page 41
You can trade a Krabby for a Voltorb in this house. Voltorb doesn't appear in the wild in Johto.
4 Gym
GYM
1
Mart
2
Poké
3
ROUTE 40
page 44
5
LIGHTHOUSE
page 43
S.S. AQUA
page 62

### POKéMON MART

| | |
|---|---|
| GREAT BALL | 600 |
| SUPER POTION | 700 |
| HYPER POTION | 1,200 |
| ANTIDOTE | 100 |
| PARALYZE HEAL | 200 |
| AWAKENING | 250 |
| ICE HEAL | 250 |
| SUPER REPEL | 500 |
| SURF MAIL | 50 |

## 5 OLIVINE BAY

You can't really do anything at Olivine Bay until after you've defeated the Elite Four. It is where the S.S. Aqua docks, but you can't get on without a Ticket. Just ignore the area for now.

**Later: After you beat the Elite Four and visit with Professor Elm, you will get the S.S. Ticket, which allows you to take the S.S. Aqua. The boat departs from Johto on Monday and Friday.**

## OLIVINE CITY GYM LEADER: JASMINE

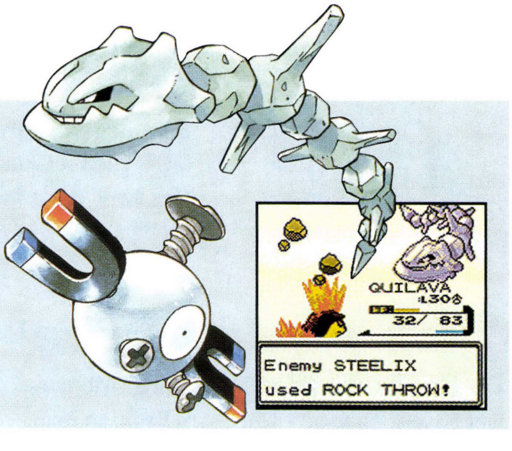
| | | |
|---|---|---|
| **LEVEL 30** | **MAGNEMITE** | **ELC/STL** |
| **LEVEL 35** | **STEELIX** | **STL/GRD** |
| **LEVEL 30** | **MAGNEMITE** | **ELC/STL** |

**RECOMMENDED POKéMON TYPES:**
**FIRE, GROUND, WATER**

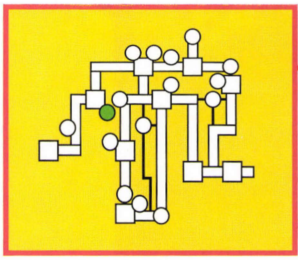
**Jasmine prefers Steel-type Pokémon, which are powerful against Grass, Ice, Flying, Psychic, Bug, Rock, Ghost, Dragon, Dark and Steel Pokémon. If you take in Fire- and Ground-types, you should do pretty well. Steelix is vulnerable to Water-type attacks.**

**PRIZES: MINERAL BADGE/TM 23 (IRON TAIL)**

Iron Tail decreases your opponent's defense by one level and is a powerful attack in its own right.



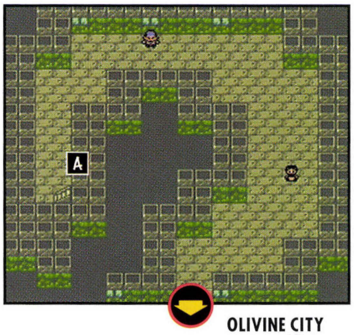
Enemy STEELIX used ROCK THROW!



# Lighthouse

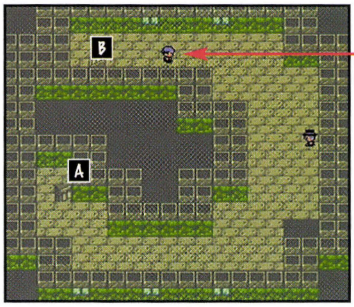
The Lighthouse is used as a training area, and most of the Trainers inside use Water- or Flying-type Pokémon. An Electric-type will keep your opponents at bay.

First Floor



OLIVINE CITY
page 42

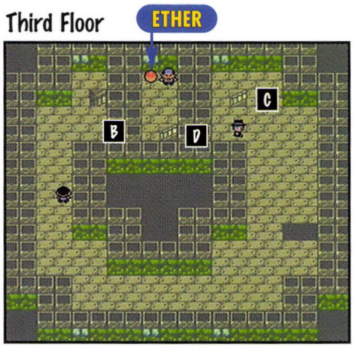
Second Floor



☎ SAILOR: HUEY

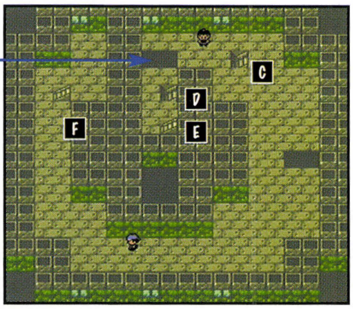
Third Floor

ETHER



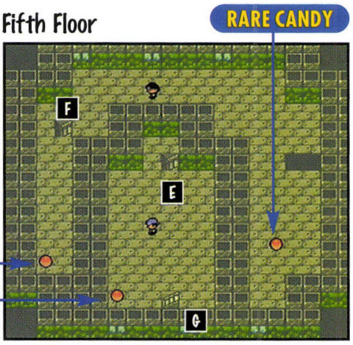
Fourth Floor

Drop down this hole, then go up the stairs, which are marked "D." Next, go up the "E" stairs to the fifth floor.



Fifth Floor

RARE CANDY

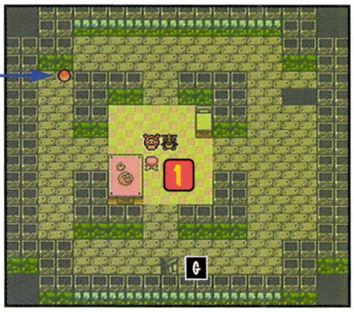


TM 34/SWAGGER

GREAT BALL

Sixth Floor

SUPER POTION

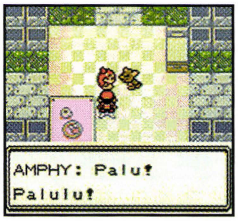


### 1 LIGHT'S OUT

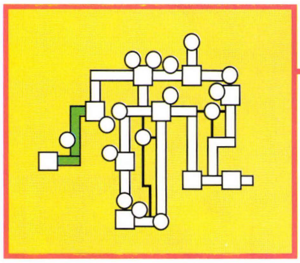
Battle your way up the Lighthouse, following the path marked out on the maps. Make sure you've healed your Pokémon before you try to reach the top of the Lighthouse. When you get to the top of the Lighthouse you'll find Jasmine, who is nursing a sick Ampharos, Amphy, that usually powers the Lighthouse. Jasmine won't leave the sick animal to battle or get medicine, so it's up to you to head over the water to Cianwood City to get the medicine it needs at a drugstore. If you don't pick up the medicine, you won't get to battle in the Gym.

get some medicine for me? Please?

**Later: Get the medicine in Cianwood City (check page 46 for more information) and return to the Lighthouse. Give the medicine to Amphy to heal it—Jasmine will finally agree to go to her Gym so you can battle.**



AMPHY: Palu! Palulu!

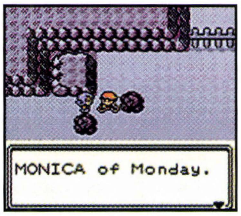


# Route 40 & Route 41

Some routes are actually waterways! You'll need a Pokémon in your party that can Surf, plus a Grass-type and an Electric-type to deal with the Trainers you'll meet along the way. It's a long surf to Cianwood City—make sure your Pokémon are fit to travel.

## 1 MONICA'S GIFT **SHARP BEAK**

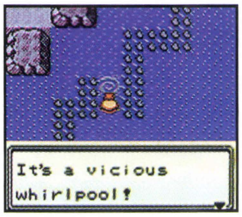
On Monday, the oldest Day sibling, Monica, will be waiting to give you Sharp Beak, an item that powers up Flying-type attacks.



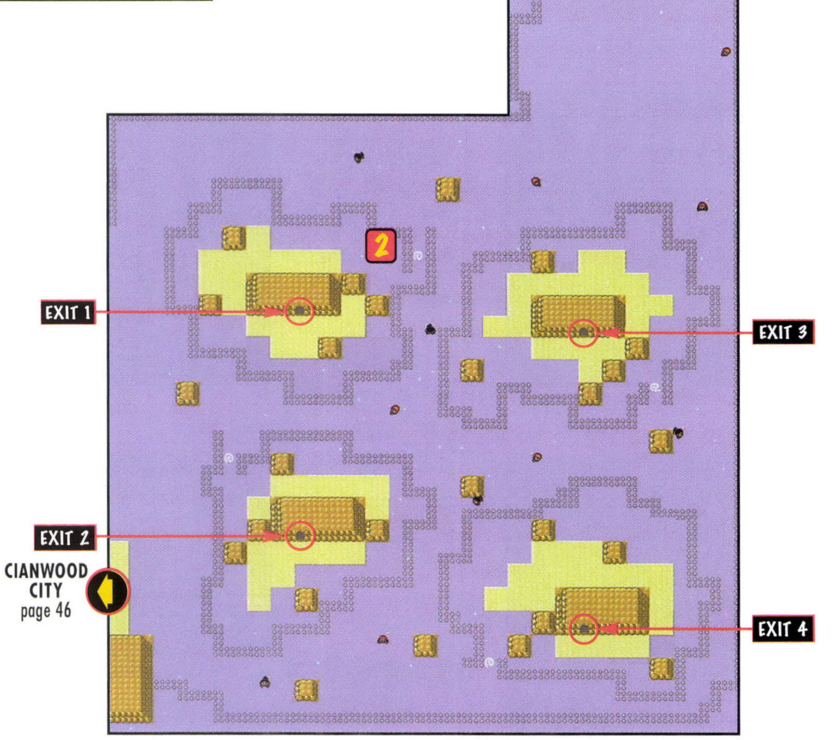
MONICA of Monday.

## 2 WHIRL ISLAND

You probably won't have HM 06 the first time you pass Whirl Island, and without it, you can't get very far there. Pass the whirlpools by your first time through. You'll be back soon to search for Lugia, the Legendary Bird.



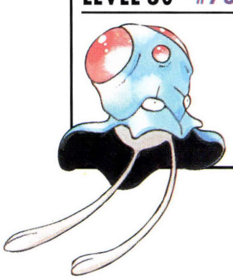
It's a vicious whirlpool!



### #72 TENTACOOL TYPE : WATER/POISON

You will run into many Tentacool and Tentacruel on Routes 40 and 41. The scary-looking Water-and-Poison-types are well-suited to fighting Rock- and Fire-types. They can also learn the important watery HMs.

**LEVEL 30 #73 TENTACRUEL WTR/PSN**



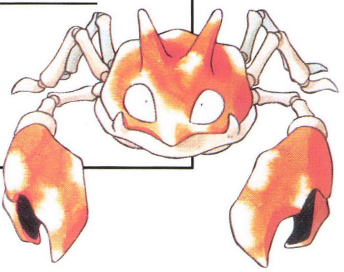
| Attacks | HMs |
|---|---|
| SUPERSONIC | CUT |
| ACID | SURF |
| BARRIER | WHIRLPOOL |
| HYDRO PUMP | |

### #98 KRABBY TYPE : WATER

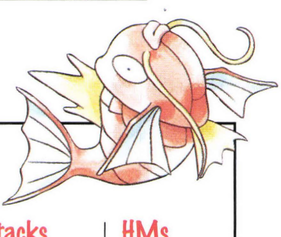
It seems like almost every time you smash or move a rock, a Krabby runs out. Krabby and its evolution, Kingler, have an attack that seems custom-designed for them—Crab Hammer. In addition to the water-related HMs, Krabby can also learn Strength.

**LEVEL 28 #99 KINGLER WTR**

| Attacks | HMs |
|---|---|
| STOMP | CUT |
| GUILLOTINE | SURF |
| PROTECT | STRENGTH |
| CRABHAMMER | WHIRLPOOL |



### #129 MAGIKARP TYPE : WATER

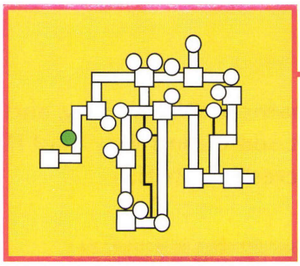


Magikarp is a pretty useless Pokemon in battle. It can learn Splash, which does nothing, and Tackle, which doesn't do much when placed in Magikarp's flippers. Gyarados, Magikarp's evolution, is quite powerful, however.

**LEVEL 20 #130 GYARADOS WTR/FLY**

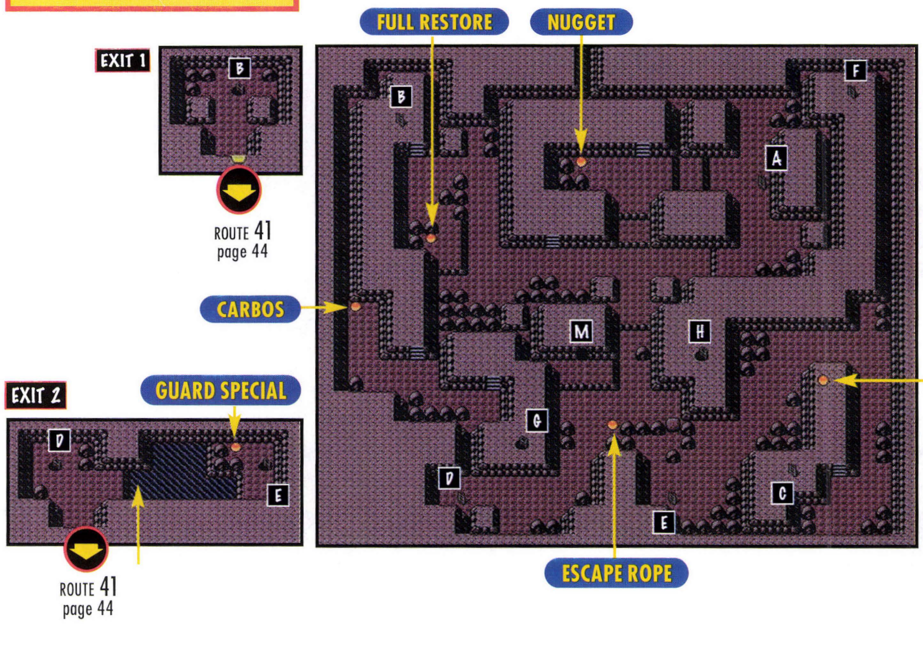
Only Gyarados can learn the listed abilities!

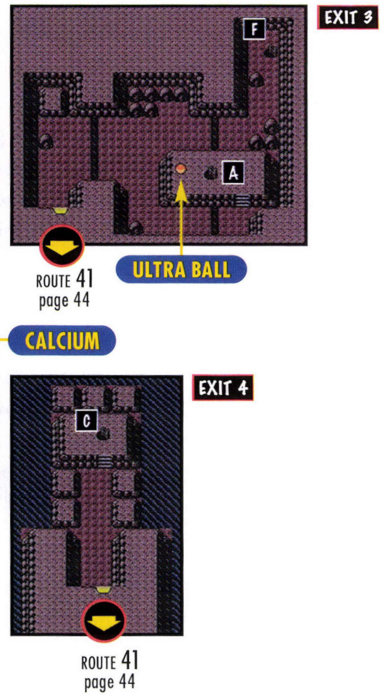
| Attacks | HMs |
|---|---|
| BITE | SURF |
| DRAGON RAGE | STRENGTH |
| HYDRO PUMP | WHIRLPOOL |
| HYPER BEAM | WATERFALL |

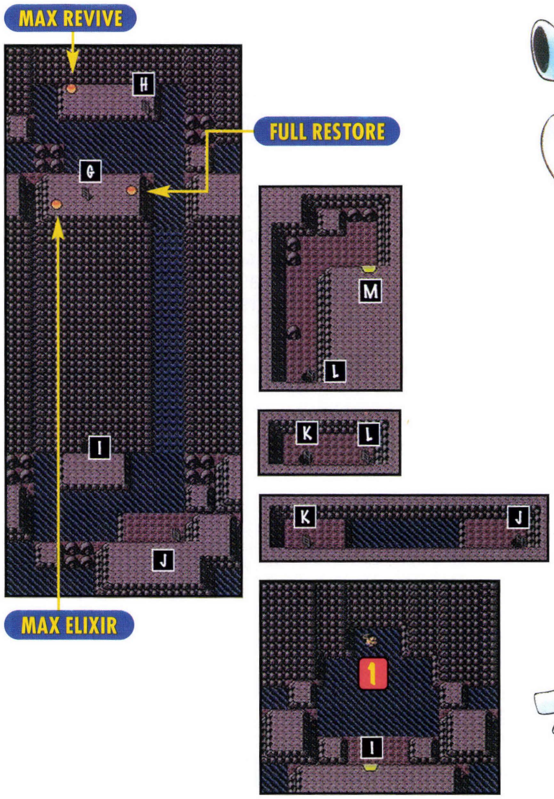


# Whirl Island

The confusing maze of interconnected islets that make up Whirl island can be frustrating, so study the maps below. You need to pick up Whirlpool from Team Rocket's Hideout to get near the Island and the Silver Wing from the man in Pewter City (Gold) or the Radio Station Manager in Goldenrod City (Silver) to find Lugia.


FULL RESTORE
NUGGET
EXIT 1
B
ROUTE 41
page 44
B
F
A
CARBOS
M
H
EXIT 2
GUARD SPECIAL
D
E
G
D
C
E
ROUTE 41
page 44
ESCAPE ROPE


EXIT 3
F
A
ROUTE 41
page 44
ULTRA BALL
CALCIUM
EXIT 4
C
ROUTE 41
page 44


MAX REVIVE
H
FULL RESTORE
G
M
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L
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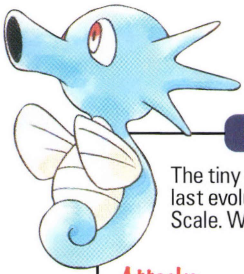
K
J
J
MAX ELIXIR
1
I

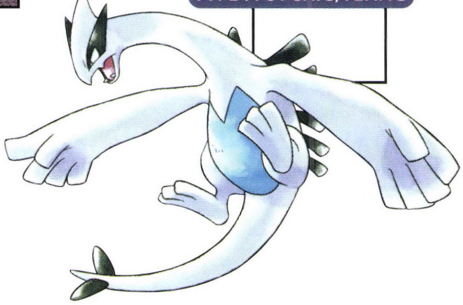


## #116 HORSEA TYPE: WATER

The tiny sea creature's stats dramatically increase as it evolves. To land the last evolution, Kingdra, you'll need to evolve your Seadra with the Dragon Scale. Water- or Ice-type attacks work well with all three Pokémon.

| Attacks | HMs |
|---|---|
| SMOKESCREEN<br>TWISTER<br>AGILITY<br>HYDRO PUMP | SURF |

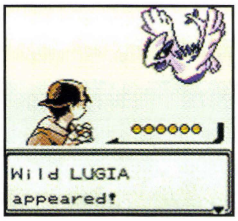
| | | | |
|---|---|---|---|
| LEVEL 32 | #117 | SEADRA | WTR |
| SEE PG.90 | #230 | KINGDRA | WTR/DRG |



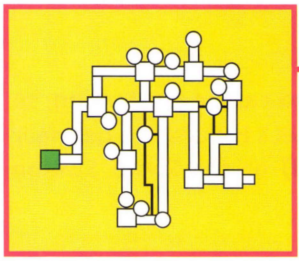
## #249 LUGIA
TYPE : PSYCHIC/FLYING

## 1 LUGIA BELOW

There are many items scattered about the caves, but if all you're after is Lugia, enter the island on the top right and follow the letters on the map in this order: F, H, I. You have only one chance to catch a Level-40 (Silver) or Level-70 (Gold) Lugia. Save the game before you try.



Wild LUGIA appeared!



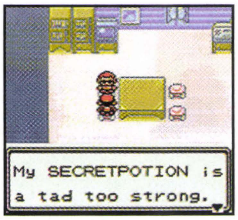
# Cianwood City

You have to head to Cianwood City to get the medicine for the Ampharos in Olivine City, and while you're there, you should pick up the Gym Badge, too. You'll get something very cool if you win. Crush the boulders near the top of the city to find some interesting stuff.

## 1 GET THE MEDS

**SECRET POTION**

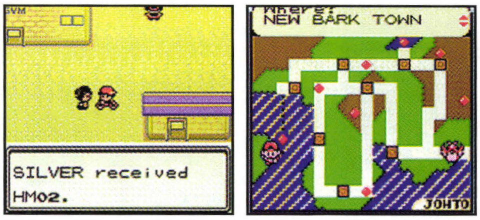
Cianwood's special drugstore-type Pokémon Mart has been around for over 500 years. If you talk to the woman to explain the Lighthouse dilemma, she will give you the Secret Potion. The next time you return, you will find regular Potions and similar Pokémon merchandise for sale. The building is not marked with a "Mart" sign.



My SECRETPOTION is a tad too strong.

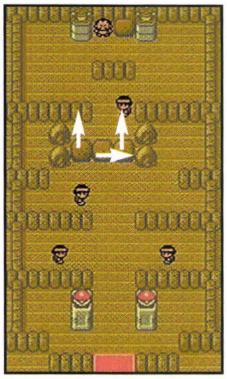
## 2 CIANWOOD CITY GYM

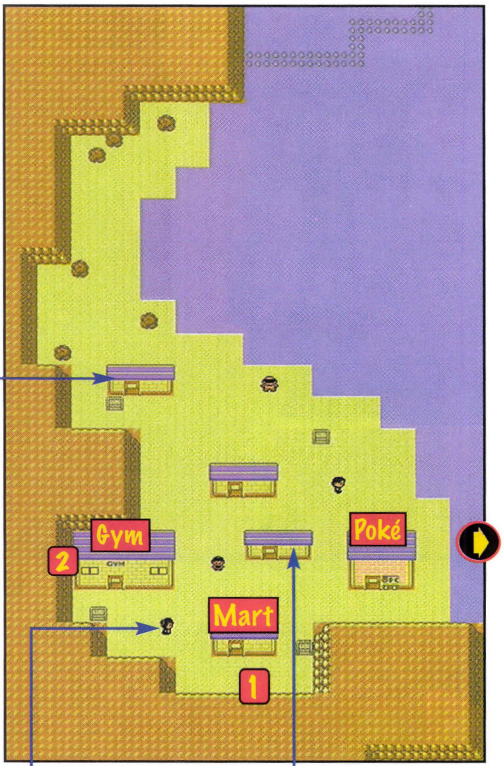
You need to use Strength, which the sailor in Olivine City gave you, to make it to the Gym Leader battle in Cianwood City. If you push the boulders as shown, you're ready to battle.



SILVER received HM02.

After you beat the Gym Leader, his wife will present you with HM 02, Fly. You can travel to places you've already been very quickly with Fly.





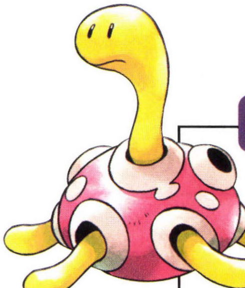
If you hook up your Game Boy Printer before you talk to the man inside the house, he will take a picture of you and your Pokémon that you can print out.

ROUTE 41 page 44

The Trainer in this house is afraid his Pokémon, Shuckle, a Shuckle, will be stolen, so he gives it to you for safe-keeping. If you return with it later and it is happy, the Trainer will give it to you as a present.

### POKéMON MART

| | |
|---|---|
| POTION | 300 |
| SUPER POTION | 700 |
| HYPER POTION | 1,200 |
| FULL HEAL | 600 |
| REVIVE | 1,500 |



### #213 SHUCKLE

TYPE : BUG/ROCK

Rumor has it that Shuckle can make juice from Berries. The Bug-and-Rock-type's other talents include the ability to learn Strength and Flash, both of which might come in handy.

| Attacks | HMs |
|---|---|
| ENCORE | STRENGTH |
| SAFEGUARD | FLASH |
| BIDE | |
| REST | |

## CIANWOOD CITY GYM LEADER: CHUCK

| | | |
|---|---|---|
| LEVEL 27 | PRIMEAPE | FTG |
| LEVEL 30 | POLIWRATH | WTR/FTG |

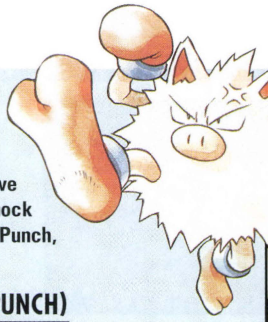
**RECOMMENDED POKéMON TYPES:**

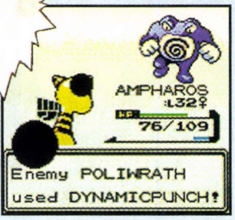
**ELECTRIC, FIGHTING, PSYCHIC, FLYING**

**Be sure to heal your Pokémon before entering the Gym—you'll have to battle two Trainers in a row. Move the boulders with Strength to reach Chuck. Try to knock Poliwrath out early, before it attacks with Dynamic Punch, which will almost certainly confuse your Pokémon.**

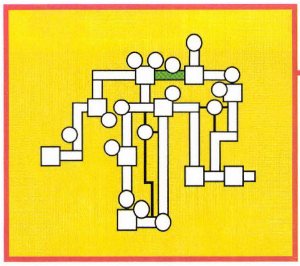
**PRIZES: STORM BADGE/TM 01 (DYNAMIC PUNCH)**

The Storm Badge allows you to use Fly outside of battle, and Pokémon up to Level 70 will obey you.



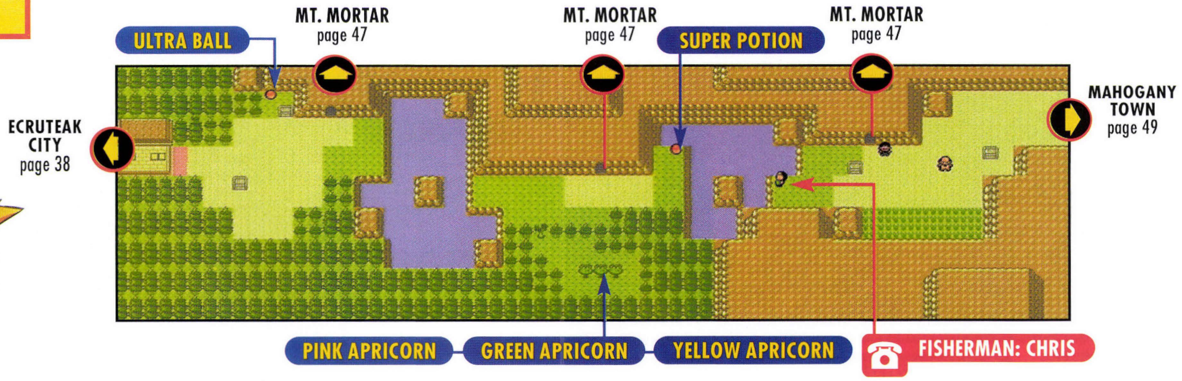


Enemy POLIWRATH used DYNAMICPUNCH!



# Route 42

Route 42 connects Ecruteak City to Mahogany Town, and it also provides several entrances to Mt. Mortar. Keep your eyes peeled for the second entrance to the mountain, found on the stretch of road that's surrounded by two ponds—it's easy to miss but very important!


ULTRA BALL
MT. MORTAR page 47
MT. MORTAR page 47
SUPER POTION
MT. MORTAR page 47
ECRUTEAK CITY page 38
MAHOGANY TOWN page 49
PINK APRICORN
GREEN APRICORN
YELLOW APRICORN
☎ FISHERMAN: CHRIS

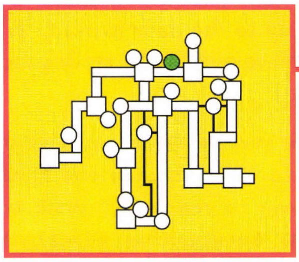
**#21 SPEAROW** TYPE : NORMAL/FLYING

Flying-types like Spearow always have to watch out for Electric-types and Ice-types, but they're very good against Bug-, Fighting or Grass-types. Spearow evolves into Fearow at Level 20.

**LEVEL 20 #22 FEAROW NRM/FLY**

**Attacks**
- FURY ATTACK
- PURSUIT
- DRILL PECK

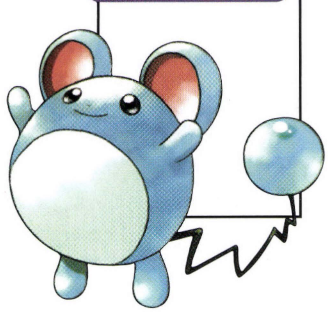
**HMs**
- FLY



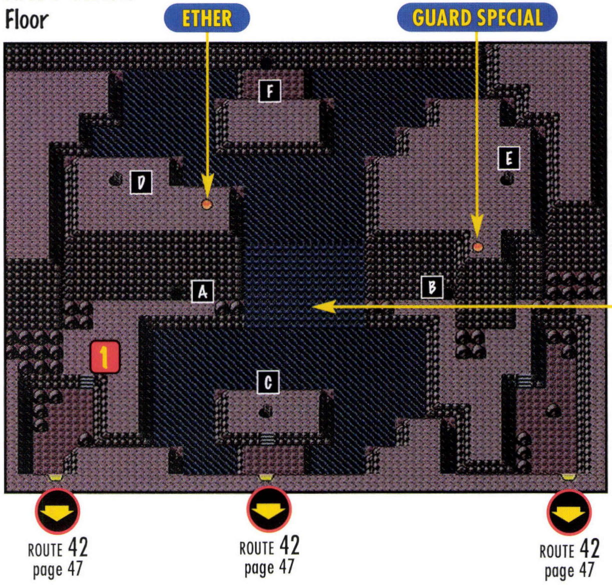
# Mt. Mortar

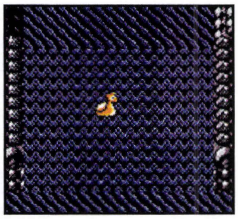
To conquer the inside of the mountain properly, you'll need to bring along Pokémon that use Surf, Flash, Strength, and Waterfall. An Escape Rope or a Pokémon that knows Dig will help if you get lost. You won't have Waterfall the first time you visit, so you'll have to come back.

**#201 MARILL**
TYPE : WATER



First & Second Floor

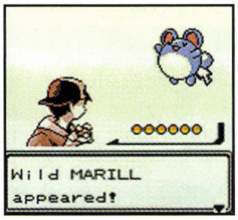

ETHER
GUARD SPECIAL
F
E
D
A
B
1
C
ROUTE 42 page 47
ROUTE 42 page 47
ROUTE 42 page 47



**Later:** You can't really explore the cave until you've got Waterfall and are able to use it outside of battle. You'll pick up Waterfall on the Ice Path, and you'll be able to use it outside of battle after you defeat Blackthorn City's Gym Leader. Don't forget to come back and have a look around!

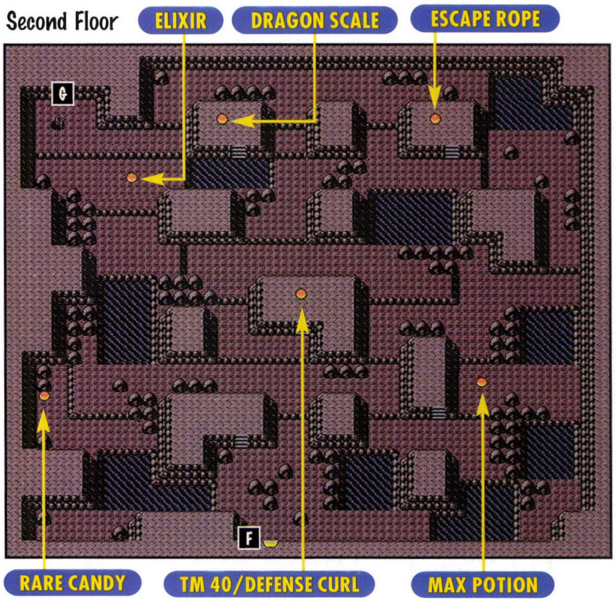
### 1 IT'S MARILL!

Marill is pretty tough to catch—it doesn't appear very often, and when it does, it will be on the dirt parts of the map, even though it's a Water-type. Talk to Hiker Parry on Route 45 and register his phone number. He will eventually call you with information about Marill.

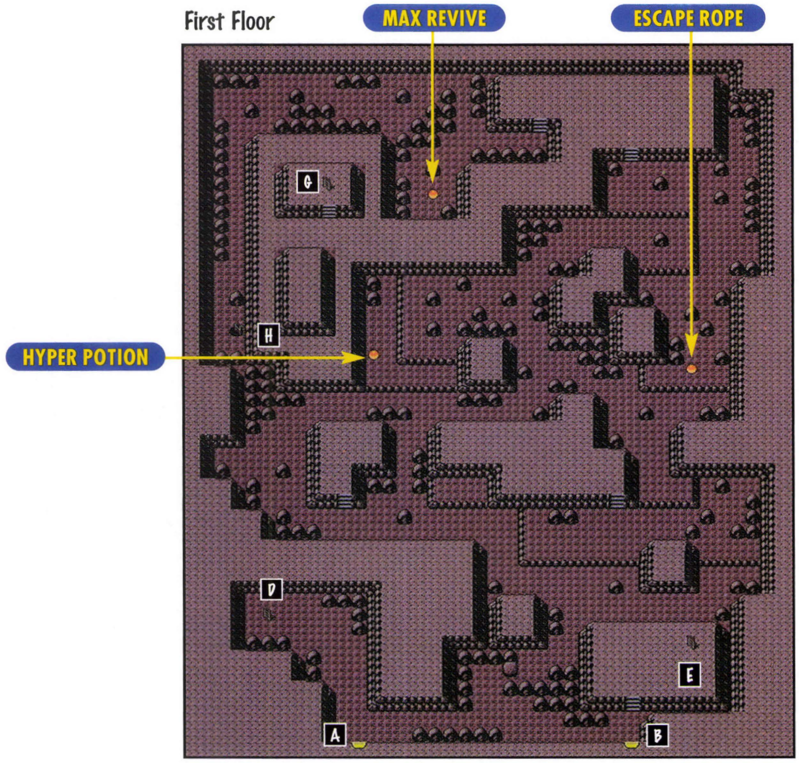


Wild MARILL appeared!

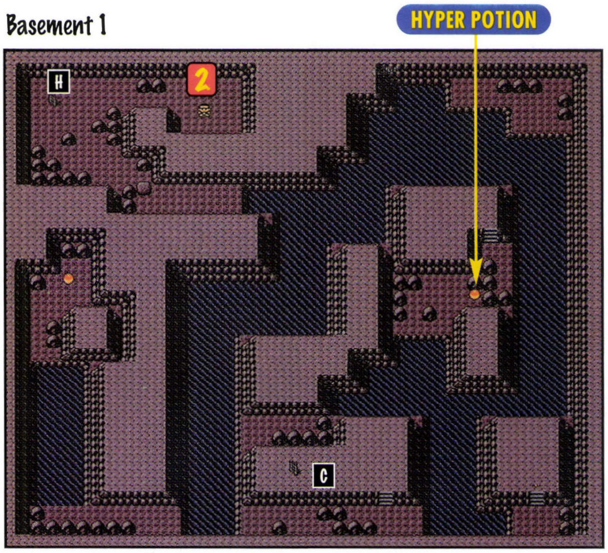
Second Floor



First Floor

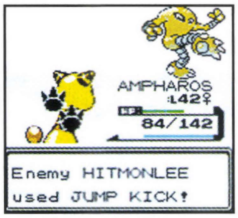


Basement 1



## 2 UP THE WATERFALL

Enter the middle entrance to Mt. Mortar, then Surf up to the Waterfall. Use Waterfall to move up the Waterfall and Surf up to the door marked "F." From there, Surf across the small pools of water to pick up the really good items that are lying around the mountain.



AMPHAROS
:L42♀
HP
84/142

Enemy HITMONLEE
used JUMP KICK!

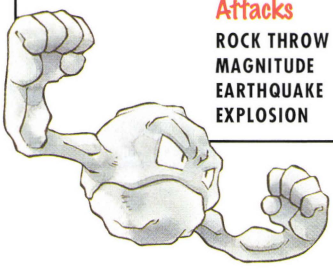
**Later:** **From "F" on the second floor, work your way up and around to "G" to reach the first floor. Go up, then down to reach "H." Walk to the right to find the Karate King, Blackbelt Kyo. If you defeat him, he will give you a rare Fighting-type Pokémon, Tyrogue.**

### #74 GEODUDE TYPE : ROCK/GROUND

Trade your Graveler to someone you trust to evolve it into Golem. Geodude, Graveler and Golem are very weak against Water-types because of their dual Rock-and-Ground type.

| | | | |
|---|---|---|---|
| LEVEL 25 | #75 | GRAVELER | RCK/GRD |
| TRADE | #76 | GOLEM | RCK/GRD |

| Attacks | HMs |
|---|---|
| ROCK THROW<br>MAGNITUDE<br>EARTHQUAKE<br>EXPLOSION | STRENGTH |

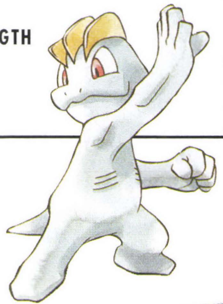


### #66 MACHOP TYPE : FIGHTING

Machop also reaches its final evolution through a trade. Trade your Machoke to someone you trust—it will grow into a Machamp. Then ask for it back very nicely.

| | | | |
|---|---|---|---|
| LEVEL 28 | #67 | MACHOKE | FTG |
| TRADE | #68 | MACHAMP | FTG |

| Attacks | HMs |
|---|---|
| KARATE CHOP<br>SEISMIC TOSS<br>FORESIGHT<br>CROSS CHOP | STRENGTH |

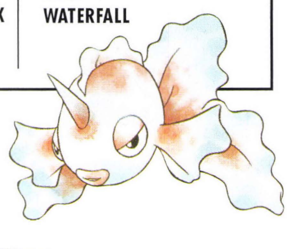


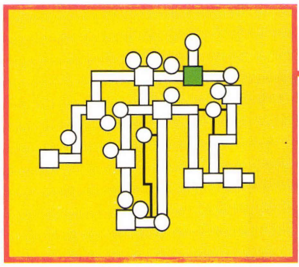
### #118 GOLDEEN TYPE : WATER

Mt. Mortar is swimming with Goldeen. This Water-type has a sharp horn on its head, and two of its best attacks, Horn Attack and Horn Drill, take advantage of it. Goldeen evolves into Seaking at Level 33.

| | | | |
|---|---|---|---|
| LEVEL 33 | #119 | SEAKING | WTR |

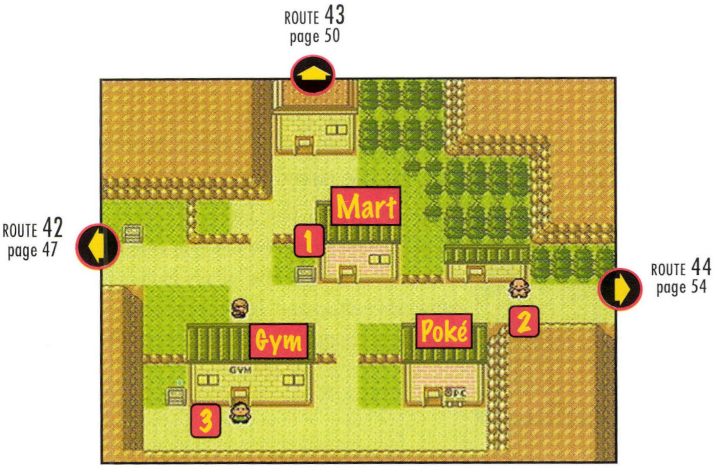
| Attacks | HMs |
|---|---|
| SUPERSONIC<br>HORN ATTACK<br>HORN DRILL<br>AGILITY | SURF<br>WATERFALL |





# Mahogany Town

You will run into a number of oddities and road blocks when you first wander into Mahogany Town. You won't be able to enter the Gym or Route 44. The Pokémon Mart is selling really strange items, and there's a rumor that a red Gyarados has appeared at the Lake of Rage.



## 1 MESSED-UP MART

Something isn't quite right about the Pokémon Mart in Mahogany Town. They're selling bizarre items, including Slowpoke Tail...could this be related to what happened at Slowpoke Well?

*Later:* **When you come back to the shop with Lance after you've visited the Lake of Rage, it's obvious that the shop is actually a cover for Team Rocket's hideout! When they're completely defeated, the store will become a normal Pokémon Mart.**

check this place.
I'll go first.

### POKéMON MART

| ROCKETS | |
|---|---|
| TINY MUSHROOM | 500 |
| SLOWPOKE TAIL | 9,800 |
| POKé BALL | 200 |
| POTION | 300 |
| **MAN** | |
| RAGE CANDY BAR | 300 |

Welcome! How may I
help you?

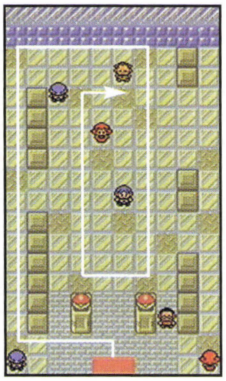
### POKéMON MART

| | |
|---|---|
| RAGE CANDY BAR | 300 |
| GREAT BALL | 600 |
| SUPER POTION | 700 |
| HYPER POTION | 1,200 |
| ANTIDOTE | 100 |
| PARALYZE HEAL | 200 |
| SUPER REPEL | 500 |
| REVIVE | 1,500 |
| FLOWER MAIL | 50 |

## 2 ALL THE RAGE

The old man will block the road leading to Route 44. He will try to sell you Rage Candy Bars, which raise a Pokémon's HP by 20. No matter how many you buy, the guy won't let you pass. He won't leave until you defeat Mahogany Town's Gym Leader and solve the Goldenrod Radio Station dilemma.

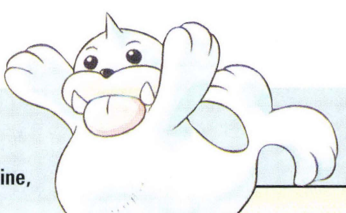
Hi, sonny boy! I
see you're new in



## 3 MAHOGANY TOWN GYM

Do you know where you're going to? It's not the Gym, at least not at first. You have to walk up to the Lake of Rage before you can do anything else in the town.

*Later:* **After you and Lance take Team Rocket down, the guy blocking the door will be gone and you'll be able to enter the Gym to battle. The inside of the Gym has an icy-slick floor, so be sure to follow the pattern shown at left to reach the Gym Leader.**



### MAHOGANY TOWN GYM LEADER: PRYCE

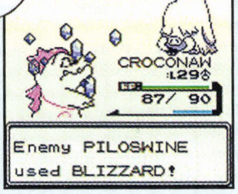
| | | |
|---|---|---|
| LEVEL 27 | SEEL | WTR |
| LEVEL 29 | DEWGONG | WTR/ICE |
| LEVEL 31 | PILOSWINE | ICE/GRD |

Pryce prefers Pokémon of the chilly variety, including Piloswine, an Ice-and-Ground-type. Ideally, you will deal with the Ice-type-attack-favoring Pokémon very differently. Use a tough Water-type on Piloswine. Pick a Fire-type for your battle with Dewgong and an Electric-type to duke it out with Seel.

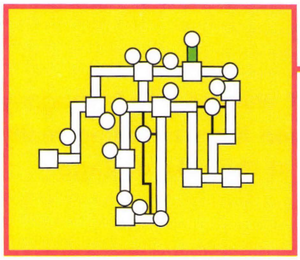
**RECOMMENDED POKéMON TYPES:**
ELECTRIC, FIRE, WATER

**PRIZES: GLACIER BADGE/TM 16 (ICY WIND)**

The Glacier Badge grants you the power to use Waterfall outside of battle. You will pick up Waterfall in the next area.



Enemy PILOSWINE
used BLIZZARD!

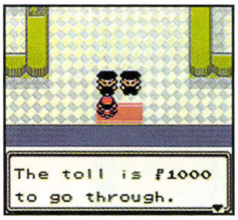


# Route 43

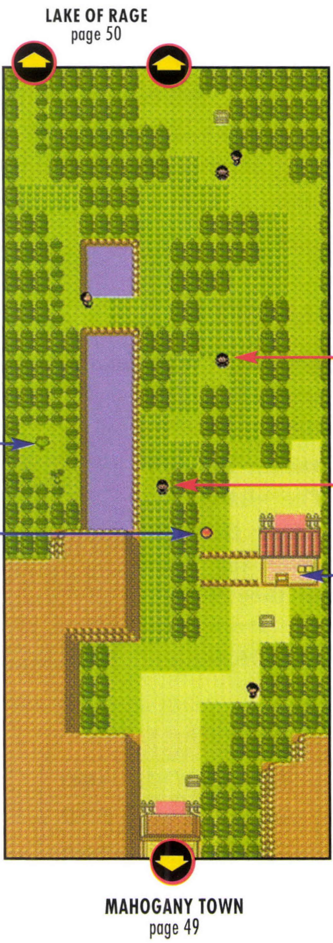
Take Route 43 to reach the Lake of Rage. Team Rocket seems to be in charge there, which can't be a good thing.

## 1 TAKE THE TOLL?

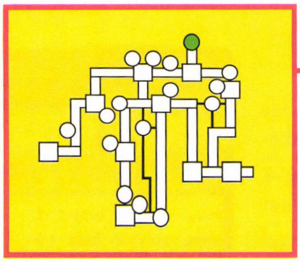
If you have the extra money and you don't mind paying it to Team Rocket, you can walk up the paved path and through the gate to get to the Lake of Rage. If you don't want to part with the money, walk around through the grass instead. After you have stopped Team Rocket for good, the regular guard will return to the gate.



The toll is ₽1000 to go through.

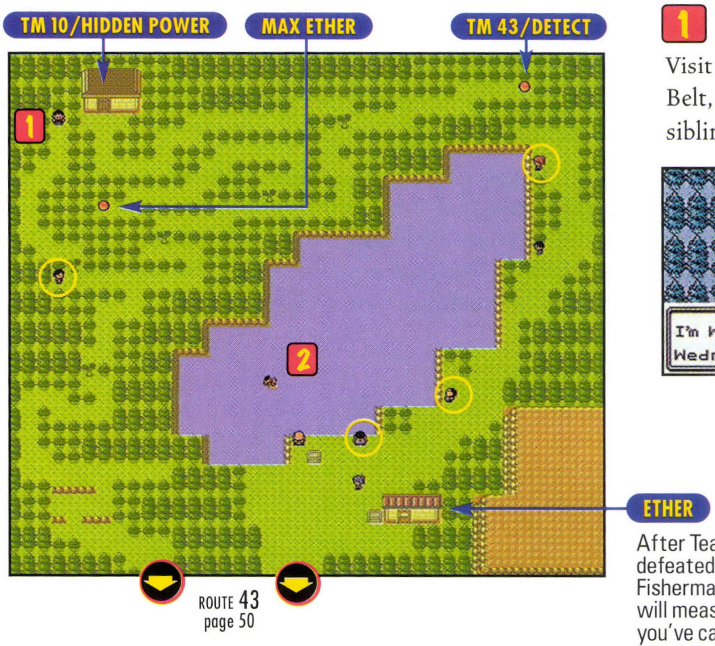

LAKE OF RAGE
page 50
☎ POKéMANIAC: BRENT
BITTER BERRY
☎ PICNICKER: TIFFANY
MAX ETHER
TM 36/SLUDGE BOMB
MAHOGANY TOWN
page 49

**Later:** After you've defeated Team Rocket, the real gatekeeper will come to stand guard in the gate. If you talk to him, he will give you TM 36, Sludge Bomb.



# Lake of Rage

Strange things are happening at the Lake of Rage. Gyarados are taking over the waters, which were once packed with Magikarp. Team Rocket is at it again!

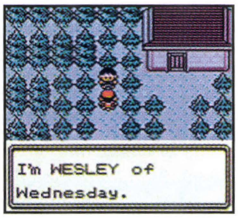

TM 10/HIDDEN POWER
MAX ETHER
TM 43/DETECT
1
2
ETHER
ROUTE 43
page 50

After Team Rocket is defeated, talk to the Master Fisherman in this cabin. He will measure any Magikarp you've caught. If your Magikarp is larger than the record posted on the sign in front of the house, you will receive Ether as a prize.

## 1 WESLEY OF WEDNESDAY

**BLACK BELT**

Visit the Lake of Rage on a Wednesday to talk to Wesley. He will give you Black Belt, which increases the power of Fighting-type attacks. As with all the Day siblings, you will get the item only once.

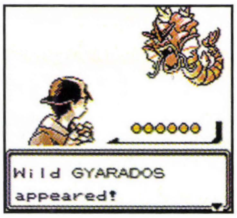


I'm WESLEY of Wednesday.

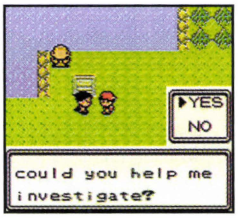
## 2 RED GYARADOS

**RED SCALE**

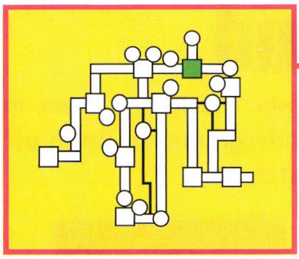
Save your game, then surf up to the red Gyarados floating on the Lake of Rage, where a battle will begin. Try to catch the rare creature. Even if you don't catch it, you will pick up the Red Scale, which will interest Mr. Pokémon. After you defeat Team Rocket, return to the lake. New Trainers (circled in yellow) will appear for you to battle.



Wild GYARADOS appeared!



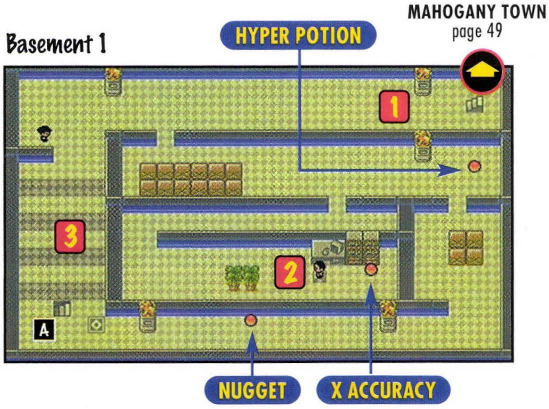
could you help me investigate?



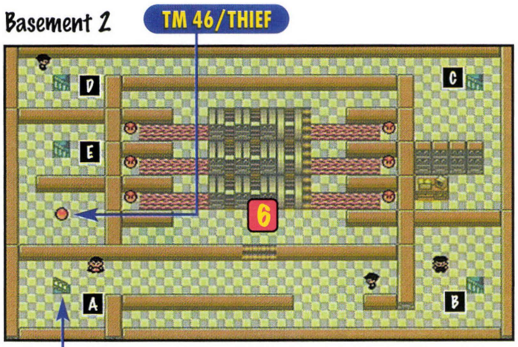
# Rocket Hideout

Team Rocket supposedly disbanded three years ago, but it seems they're back! They're conducting a cruel experiment that is filling the Lake of Rage with Gyarados. After you capture or defeat the red Gyarados, a Trainer named Lance will ask for your help against Team Rocket.

**Basement 1**

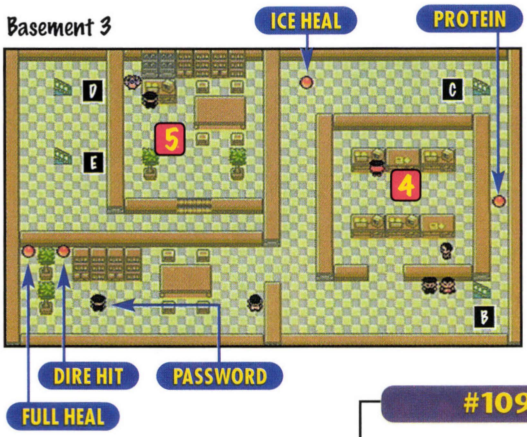


**Basement 2**



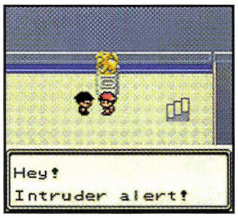
Lance will help you by healing your Pokémon here, but only once. Then you're on your own.

**Basement 3**



### 1 2 DOUBLE ROCKET

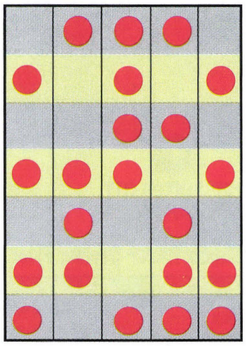
When you pass in front of the Persian statues, an alarm will bring two Team Rocket members running to battle you. Try to reach the PC in the center room to shut off the alarms.



Hey!
Intruder alert!

### 3 TRIP THE TRAPS

Pokémon are hiding in the floor. The first time you step on one of the tiles marked on the diagram with a red dot, a Pokémon will attack. Afterward, that part of the floor will be safe to step on. Defeat a row, then use the diagram to the right to remember where you stepped to create a shortcut.

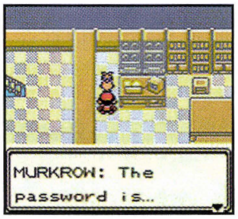


### 4 GET THE CODES PASSWORD

You'll need two passwords to get into the boss's room. Beat the two Rocket members at opposite ends of Basement 3 to get the passwords you need.

### 5 THE BIRD SINGS PASSWORD

After you enter the boss's office, talk to the Murkrow inside. It will give you the final password you need to stop the signal from transmitting.

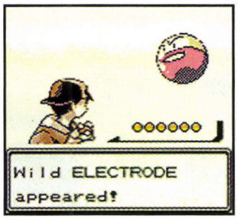


MURKROW: The
password is...

### 6 SHUT OFF THE POWER

Defeat the last member of Team Rocket, then team up with Lance to fight the Electrode that are powering the transmitter that has turned all of those poor Magikarp into Gyarados. You'll receive HM 06, Whirlpool, when you've completed the task and Team Rocket is defeated.

all the ELECTRODE
faint.



Wild ELECTRODE
appeared!

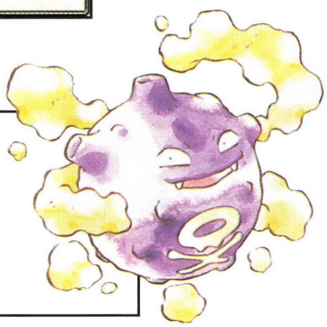
**#109 KOFFING** TYPE : POISON

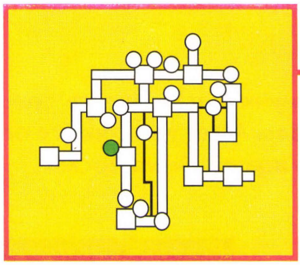
Team Rocket members often use Koffing or its evolution, Weezing. The Poison-types can learn toxic attacks that poison other Pokémon.

**LEVEL 30 #110 WEEZING PSN**

**Attacks**
- SLUDGE
- HAZE
- EXPLOSION
- DESTINY BOND

**HMs**
- NONE





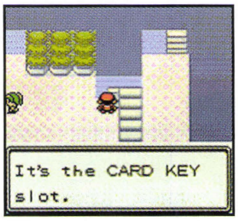
# Radio Tower & Underground

After you've defeated seven Gym Leaders, Team Rocket will take over the Radio Tower in Goldenrod City. You'll have to go back to the Radio Tower and the Underground to finish off Team Rocket. There are lots of Team Rocket members in the Tower. Watch it!

## 1 LOCKED UP

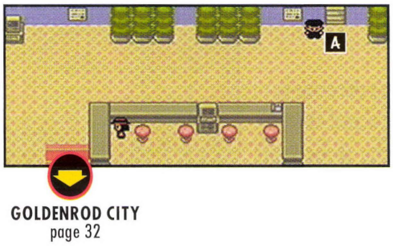
**TM 11/SUNNY DAY**

You need a key to open the shutters and use the stairs on the right. Until you get one, use the stairs in the middle of the building. After you defeat Team Rocket, the woman closest to the shutters will reward you with TM 11, Sunny Day.

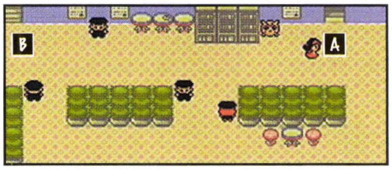


It's the CARD KEY slot.

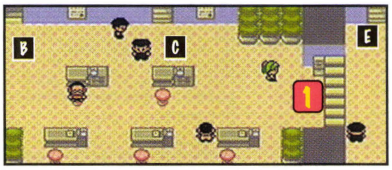
Radio Tower First Floor


A
GOLDENROD CITY
page 32

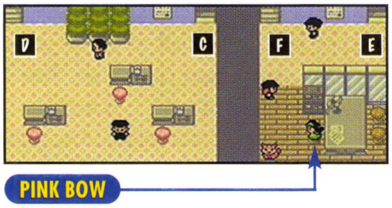
Radio Tower Second Floor



Radio Tower Third Floor

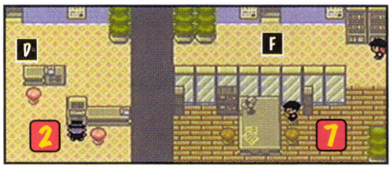


Radio Tower Fourth Floor


D
C
F
E
PINK BOW

After you take care of Team Rocket, DJ Mary will give you Pink Bow in appreciation.

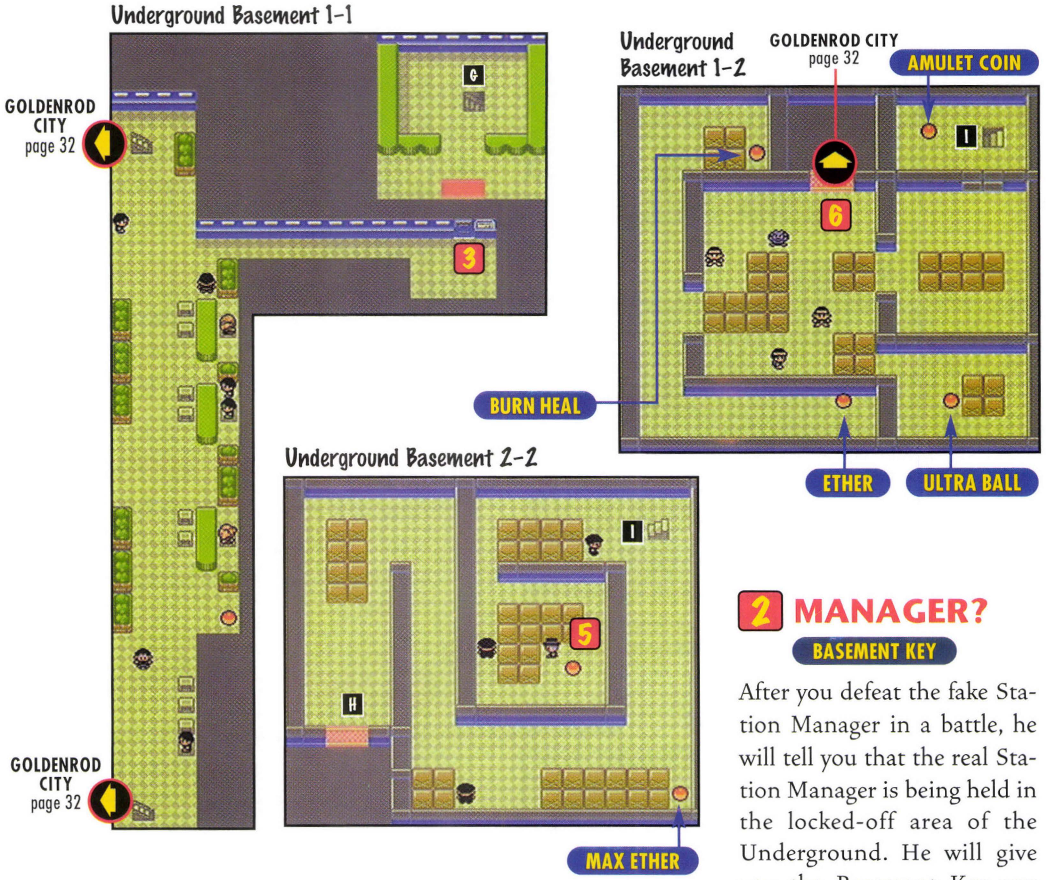
Radio Tower Fifth Floor



Underground Basement 1-1

Underground Basement 1-2

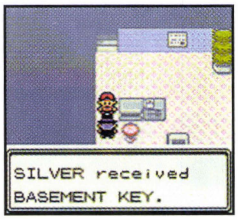
Underground Basement 2-2


GOLDENROD CITY
page 32
G
3
GOLDENROD CITY
page 32
GOLDENROD CITY
page 32
AMULET COIN
I
6
BURN HEAL
ETHER
ULTRA BALL
I
5
H
MAX ETHER

## 2 MANAGER?

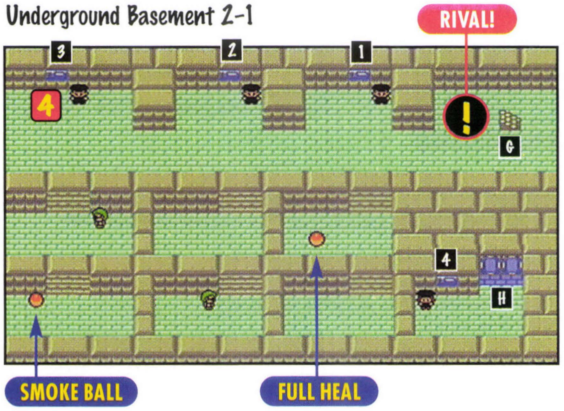
**BASEMENT KEY**

After you defeat the fake Station Manager in a battle, he will tell you that the real Station Manager is being held in the locked-off area of the Underground. He will give you the Basement Key you need to open the locked area.



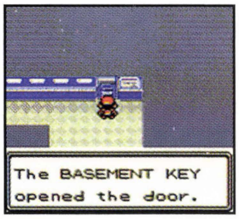
SILVER received BASEMENT KEY.

Underground Basement 2-1


RIVAL!
3
2
1
4
G
4
H
SMOKE BALL
FULL HEAL

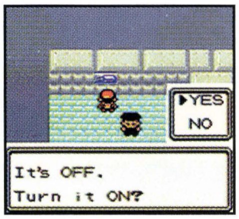
## 3 GO UNDERGROUND

Head back to the Underground area where you can get haircuts for your Pokémon and walk down to the locked door. Use the Basement Key to open the door then enter the Basement.

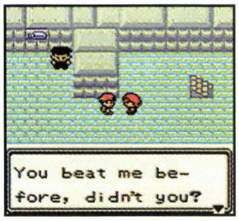

The BASEMENT KEY opened the door.

## 4 FLIP THE SWITCHES

It's a bit confusing, but if you flip the switches in Underground Basement 2-1 in reverse order (3, 2, 1) you will clear the way to the door at the bottom right and you will be able to continue on. If you get confused or mess up, return to B1—the switches will reset. After you talk to the Station Manager, flip switch 4 to get out.

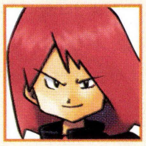

▶YES
NO

It's OFF.
Turn it ON?


You beat me before, didn't you?

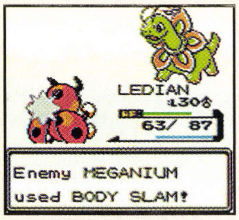
Your Rival has also come to defeat Team Rocket—not because he wants to help, but because he wants to prove his power. Send him packing.

### RIVAL! BATTLE 4



| | | |
|---|---|---|
| LEVEL 32 | FERALIGATR | WTR |
| LEVEL 32 | MEGANIUM | GRS |
| LEVEL 32 | TYPHLOSION | FIR |
| | AND | |
| LEVEL 30 | GOLBAT | PSN/FLY |
| LEVEL 28 | MAGNEMITE | ELC/STL |
| LEVEL 30 | HAUNTER | GHO/PSN |
| LEVEL 32 | SNEASEL | DRK/ICE |

Your Rival is still improving his team of Pokémon. This time, he's got five Pokémon, including the Dark-and-Ice-type Sneasel. Fighting-types are best against Sneasel, but you will be fine if you use Rock- or Fire-types instead.



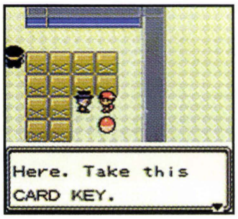
Enemy MEGANIUM used BODY SLAM!

**RECOMMENDED POKéMON TYPES:**
ELECTRIC, FIGHTING, FIRE, PSYCHIC, ROCK

## 5 GET THE KEY

**TM 35/SLEEP TALK** **CARD KEY**

Go through the doors and into the next room, where you'll find the real Station Manager. He will be very grateful to you and will gladly hand over his Card Key so that you can open the locked area of the Radio Tower. Pick up TM 35, Sleep Talk, which is sitting very close to the Station Manager.

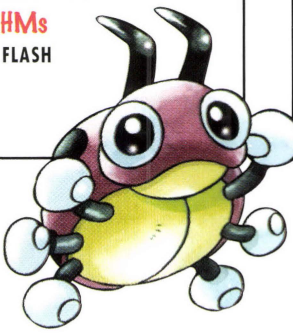

Here. Take this CARD KEY.

### #165 LEDYBA TYPE : BUG/FLYING

Like many Bug-types, Ledyba and its evolution, Ledian, are not very tough. Both creatures benefit greatly from moves that decrease the amount of damage they take from special or physical attacks.

**LEVEL 18 #166 LEDIAN BUG/FLY**

| Attacks | HMs |
|---|---|
| LIGHT SCREEN | FLASH |
| REFLECT | |
| BATON PASS | |
| DOUBLE-EDGE | |

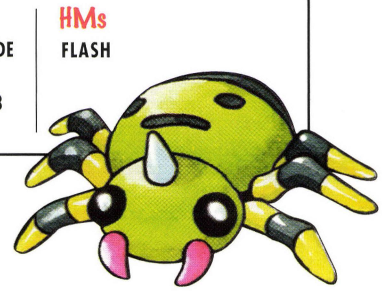


### #167 SPINARAK TYPE : BUG/POISON

The Bug-and-Poison-type, Spinarak, is usually found at night. It works well with several different types of attacks, including the perfectly appropriate Spider Web and the always powerful Psychic.

**LEVEL 22 #168 ARIADOS BUG/PSN**

| Attacks | HMs |
|---|---|
| NIGHT SHADE | FLASH |
| LEECH LIFE | |
| SPIDER WEB | |
| PSYCHIC | |



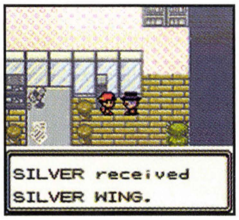
## 6 ATTENTION SHOPPERS!

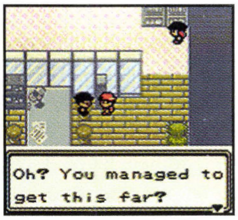
If the area seems familiar, it's because it's the basement of the Goldenrod City Department Store. If you visit the Basement often, you should eventually be able to access every corner to pick up the items scattered about.

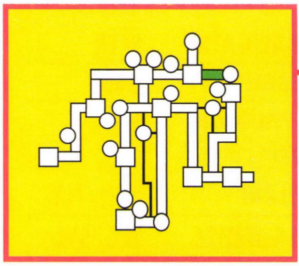
## 7 RETURN TO THE TOWER

**RAINBOW WING (GOLD)** **SILVER WING (SILVER)**

Use the Card Key to open the shutters that block the way to the stairs. Defeat Team Rocket's Leader and make Team Rocket call it quits. The Leader uses Dark- and Poison-type Pokémon, but he shouldn't give you much trouble. After Team Rocket is defeated, the real Station Manager will return, and he'll reward you with the Rainbow Wing in Gold and the Silver Wing in Silver. Use it to go back to find one of the Legendary Birds!

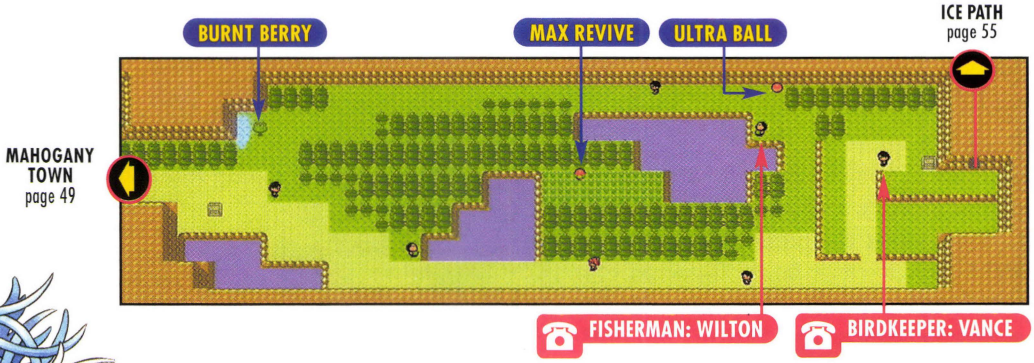

SILVER received SILVER WING.


Oh? You managed to get this far?



# Route 44

There are quite a few Trainers on Route 44, and they're using a variety of Pokémon, including Water-, Flying-, Rock- and Fire-types. You should do very well against all comers if you bring along an Electric-type and a Water-type.

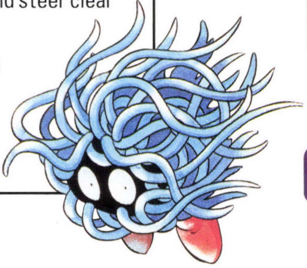


## #114 TANGELA

TYPE : GRASS

Grass-type Tangela is best equipped with lots of matching Grass-type attacks. Beware of Fire-types—Tangela is flammable. Water-types and Ground-types should steer clear of Tangela.

| Attacks | HMs |
|---|---|
| SLEEP POWDER | NONE |
| MEGA DRAIN | |
| STUN SPORE | |
| GROWTH | |



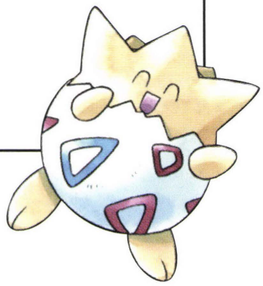
## #175 TOGEPI

TYPE : NORMAL

You pick Togepi up rather early in the game, so you might want to teach it a couple of HMs. It doesn't take long for Togepi to evolve into Togetic if it likes you. If not, it may take quite a while for it to evolve.

**SEE PG.92 #176 TOGETIC NRM/FLY**

| Attacks | HMs |
|---|---|
| METRONOME | FLASH |
| ENCORE | FLY |
| SAFEGUARD | |
| DOUBLE-EDGE | |

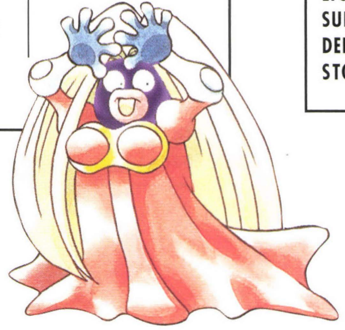


## #124 JYNX

TYPE : ICE/PSYCHIC

The bizarre Ice-and-Psychic-type, Jynx, is common in the Ice Path. Jynx gives many Pokémon quite a chilly reception, but it would still be cool to take a female Jynx to the Pokémon Daycare with a male Pokémon or a Ditto to see what happens.

| Attacks | HMs |
|---|---|
| LOVELY KISS | NONE |
| ICE PUNCH | |
| BODY SLAM | |
| BLIZZARD | |

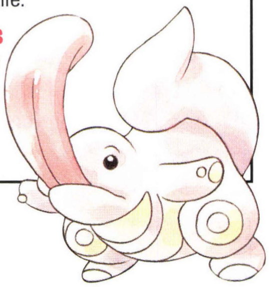


## #108 LICKITUNG

TYPE: NORMAL

The large, pink creature with the enormous tongue is a Normal-type Pokémon with fantastic HP, especially compared to its other stats. Normal-types can learn many different sorts of moves, which makes them very versatile.

| Attacks | HMs |
|---|---|
| LICK | SURF |
| SUPERSONIC | |
| DEFENSE CURL | |
| STOMP | |



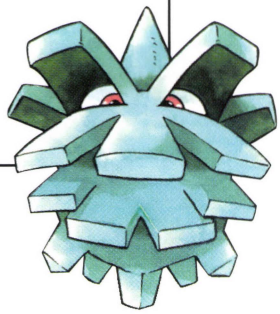
## #204 PINECO

TYPE : BUG

Psychic-types are susceptible to Bug-type attacks, and Psychic-type attacks don't affect Steel-types very much, making Pineco and Forretress decent Pokémon to use in battle against Psychic Pokémon.

**LEVEL 31 #205 FORRETRESS BUG/STL**

| Attacks | HMs |
|---|---|
| RAPID SPIN | STRENGTH |
| EXPLOSION | |
| SPIKES | |
| DOUBLE-EDGE | |



## #69 BELLSPROUT

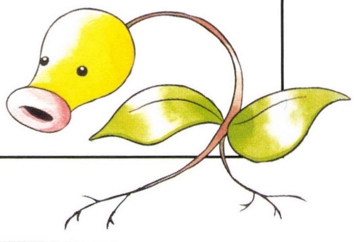
TYPE : GRASS/POISON

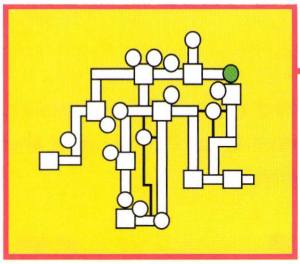
Bellsprout are extremely common Pokémon. You will run into them in many different grassy areas during the day and at night. Bellsprout evolves into Weepinbell at Level 21. You will need the Leaf Stone to get Victreebel.

**LEVEL 21 #70 WEEPINBELL GRS/PSN**

**LEAF STONE #71 VICTREEBEL GRS/PSN**

| Attacks | HMs |
|---|---|
| GROWTH | CUT |
| SLEEP POWDER | FLASH |
| STUN SPORE | |
| RAZOR LEAF | |





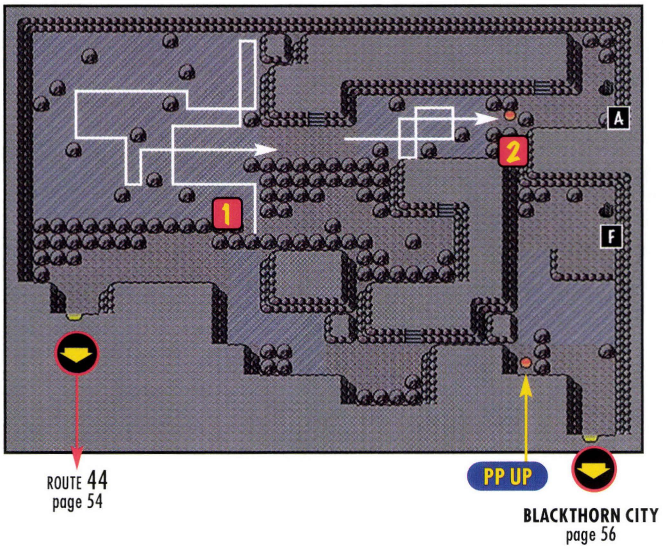
# Ice Path

The Ice Path is very slippery in places, making your progress very difficult. Study the diagrams closely to make your way through the slick maze. You will also need a Pokémon with Strength to move boulders around so that you can continue on to Blackthorn City.

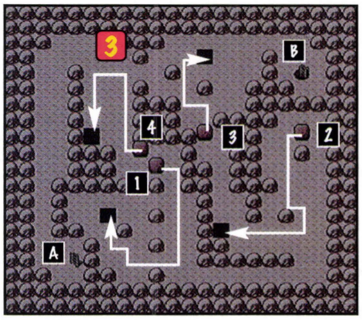
## 1 SLIPPING AND SLIDING

When you step on the ice floor of the path, you won't stop until you've hit a wall or a rock. It takes some planning and logic to get to where you want to go. You can use trial and error, or you can follow the paths shown below. No Pokémon will pop up on the slippery surface.

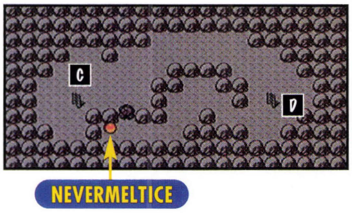
**First Floor**



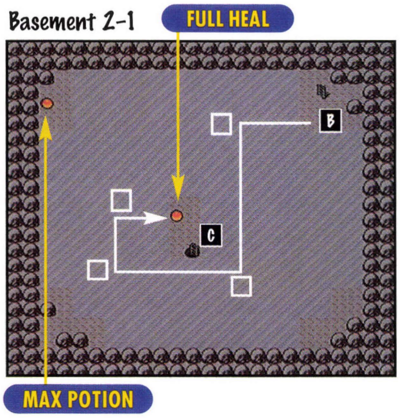
**Basement 1-1**



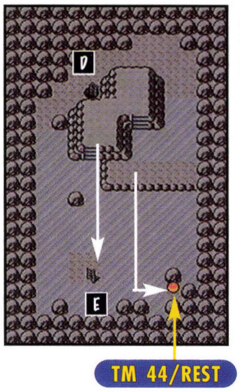
**Basement 3**



**Basement 2-1**



**Basement 2-2**

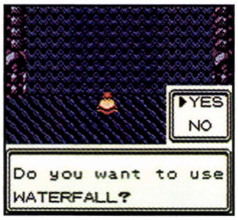


Jump down from the higher level, following the arrow on the right, to pick up TM 44, Rest.

## 2 UP THE FALLS

**HM 07/WATERFALL**

After you pass the first slippery floor, you will see an item on the ground to the far right. It's HM 07, Waterfall, and it's essential in several areas, including Whirl Island, Mt. Mortar and many other places. Pick it up!

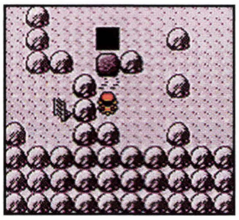


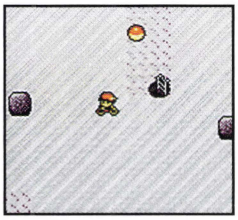
▶YES
NO

Do you want to use WATERFALL?

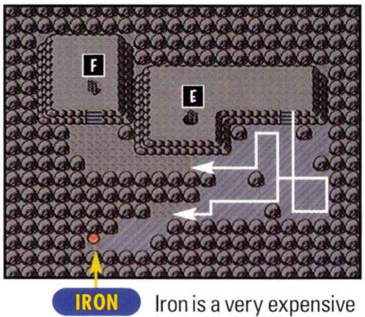
## 3 DOWN THE HOLE

You need to push the four movable boulders marked 1 through 4 down the holes as shown by the arrows to give yourself stopping places on the large, icy floor below. With the boulders in place, you can reach the ladder to B3. Move through the rest of the rooms as shown, stopping to pick up the very nice items on the floor—you will be in Blackthorn City in no time.

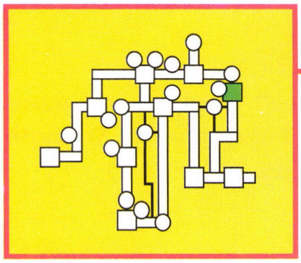




**Basement 1-2**



Iron is a very expensive item. If you'd like to pick up a free sample, follow the bottom white arrow down to the Iron. It's a quick trip.



# Blackthorn City

Blackthorn City is the home of Lance, the Elite Four alumnus you helped defeat Team Rocket. Clair, the current Blackthorn City Gym Leader, has vowed to be stronger than Lance, and the battle with her is your final Gym Leader battle in Johto. It won't be easy.

## 1 MOVES FORGOTTEN

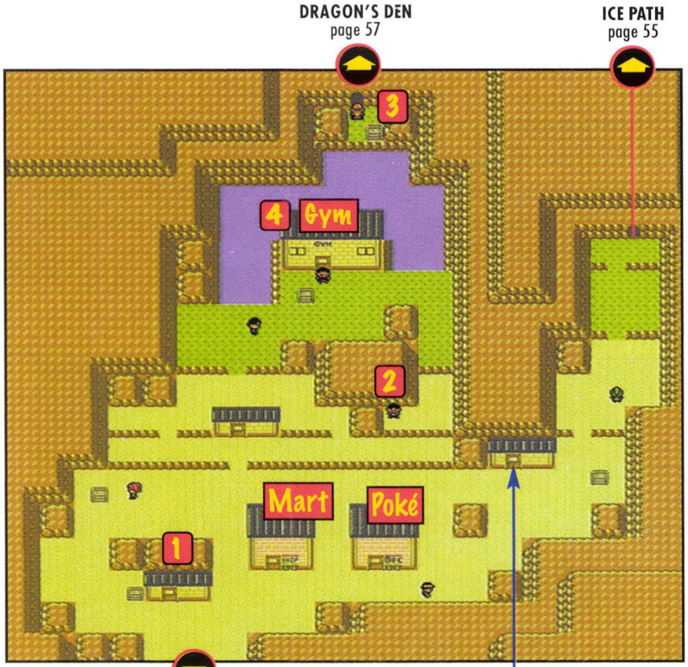
The Move Deleter can make your Pokémon forget any move they've learned, including moves they learned from Hidden Machines (HMs), which were unforgettable in Red, Blue and Yellow. Assess your Pokémon, then use the service if you feel it's necessary.

▶YES
NO
Shall I make a POKéMON forget?

## 2 SANTOS OF SATURDAY

**SPELL TAG**

One of the Day siblings, Santos, shows up by the small hill below the Gym on Saturdays. He will give you Spell Tag, which increases the power of Ghost-type attacks.



ROUTE 45
page 57

The person inside the house will ask you to trade a female Dragonair for a Rhydon. The Dragonair must be female, or the deal's off.

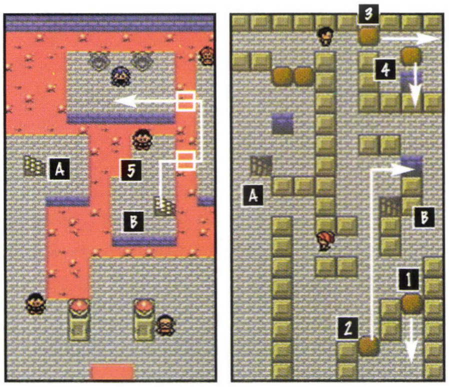
## 3 THE DRAGON'S DEN

If you surf behind the Gym, you will come to the Dragon's Den. Only Dragon Handlers are allowed in, but after you beat Clair, she will give you permission to enter.

train here.
Please leave.

## 4 BLACKTHORN CITY GYM

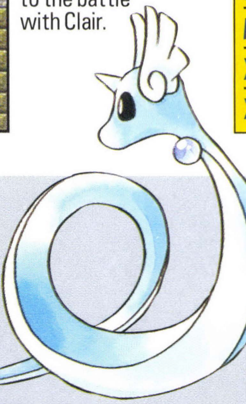
The interior of the Blackthorn City Gym is a bit of a puzzle, so just follow the arrows to Clair. She's a proud person who claims to be the world's best Dragon Trainer. Even if you beat her, she won't give you the Gym Badge. She has another task for you to accomplish, first. That's rough!



You'll need Strength to push the boulders on the second floor, which will cover the lava on the first floor and allow you to proceed to the battle with Clair.

## POKéMON MART

| | |
|---|---|
| GREAT BALL | 600 |
| ULTRA BALL | 1200 |
| HYPER POTION | 1,200 |
| MAX POTION | 2,500 |
| FULL HEAL | 600 |
| REVIVE | 1,500 |
| MAX REPEL | 700 |
| X DEFEND | 550 |
| X ATTACK | 500 |



### BLACKTHORN CITY GYM LEADER: CLAIR

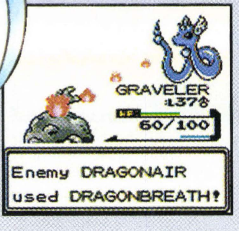
| | | |
|---|---|---|
| LEVEL 37 | DRAGONAIR | DRG |
| LEVEL 37 | DRAGONAIR | DRG |
| LEVEL 40 | KINGDRA | WTR/ DRG |
| LEVEL 37 | DRAGONAIR | DRG |

**RECOMMENDED POKéMON TYPES:**
ELECTRIC, ICE

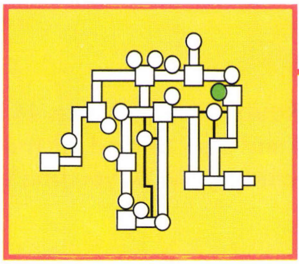
**If you don't have a tough Ice-type, it might be best to raise one before you battle with Clair—unless your Pokémon are much higher than Level 40. You can use an Electric-type against Kingdra, but the Dragonair are best tackled with Ice-types.**

**PRIZES: RISING BADGE/TM 24 (DRAGONBREATH)**

Pokémon of all levels will obey you, and you can use Waterfall outside of battle when you have the Rising Badge.



Enemy DRAGONAIR
used DRAGONBREATH!



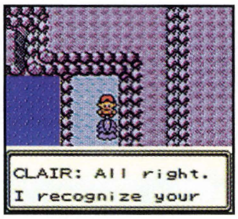
# Dragon's Den

Clair won't give you the Rising Badge until you've found the Dragon Fang inside the Dragon's Den. You need Pokémon that can use Surf and Whirlpool to get around the den.

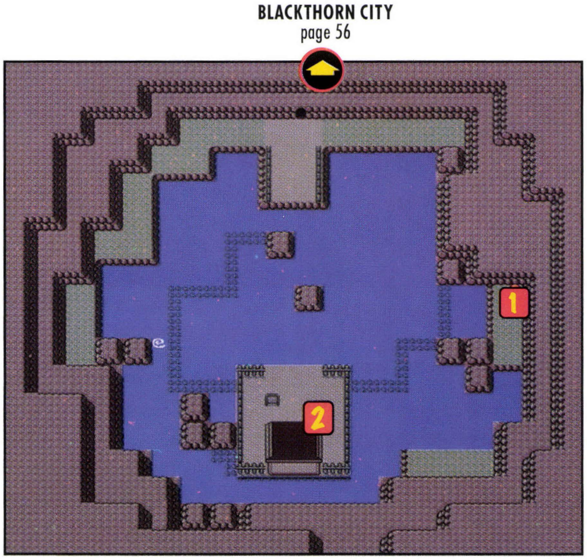
## 1 FANGTASTIC

**DRAGON FANG**

Clair's request isn't very hard to fulfill. Enter the Dragon's Den, go through the ladders and surf to the Whirlpool. Use Whirlpool, then surf down and to the right, until you reach the outcropping of land. Pick up Dragon Fang to make Clair will appear. She will somewhat reluctantly hand over the Rising Badge and TM 24, Dragonbreath. Professor Elm will call you to come back to his lab and pick up an item from him once you've picked up the last Badge.



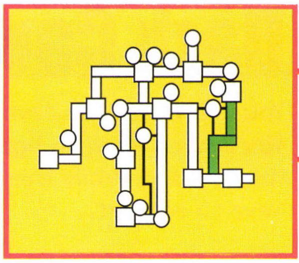
CLAIR: All right.
I recognize your


BLACKTHORN CITY
page 56
1
2

## 2 DRAGON SHRINE

The Dragon Shrine is dedicated to all the Dragon-type Pokémon said to live inside the cave. There won't be anything happening there at first.

**Later: After the battle at Mt. Moon in Kanto, your Rival will become devoted to his training, and you can come back here to watch him train. He trains on Tuesdays and Thursdays.**



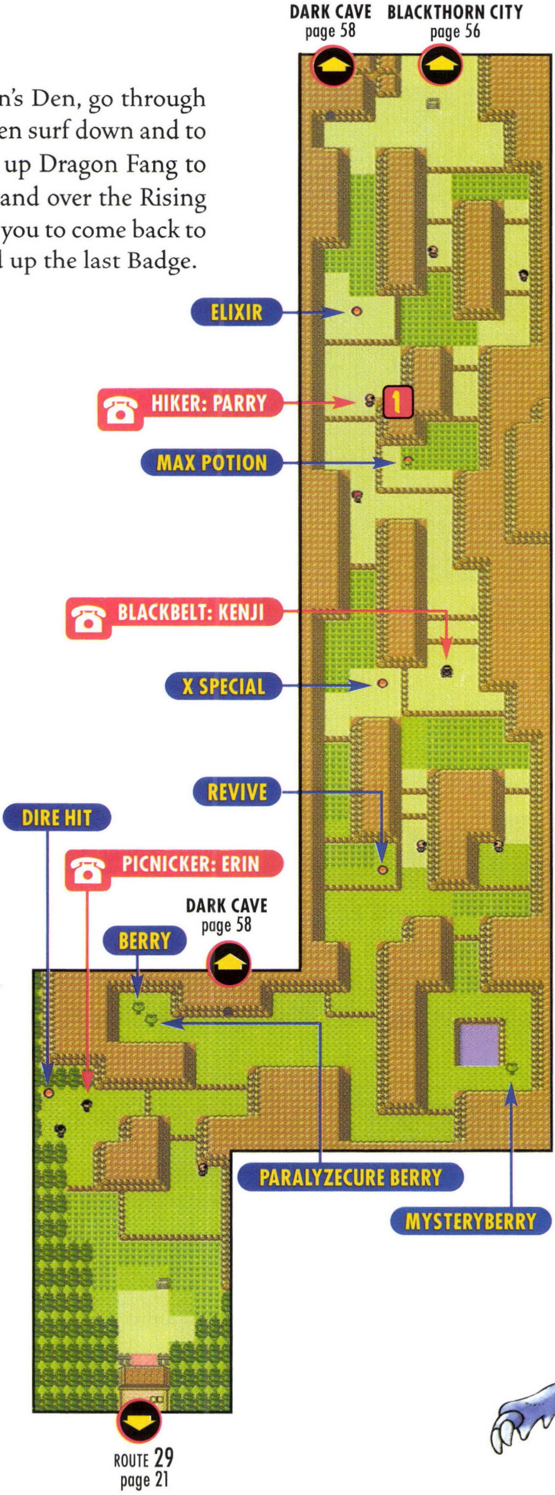
# Route 45

# Route 46

Routes 45 and 46 are built into a mountain, so you will be traveling downhill. You can't walk back up, but you can fly. There are many good items scattered along the routes. Make a few trips to pick them up.

## 1 PARRY

Take the far-left path down Route 45 to talk to Parry. Register his phone number—eventually he will call with information about where to catch Marill. You can take the other paths to face the other Trainers and pick up items by flying back up to Blackthorn City then taking different paths back down.


DARK CAVE
page 58
BLACKTHORN CITY
page 56
ELIXIR
☎ HIKER: PARRY
1
MAX POTION
☎ BLACKBELT: KENJI
X SPECIAL
REVIVE
DIRE HIT
☎ PICNICKER: ERIN
BERRY
DARK CAVE
page 58
PARALYZECURE BERRY
MYSTERYBERRY
ROUTE 29
page 21

### #214 HERACROSS

TYPE : BUG/FIGHTING

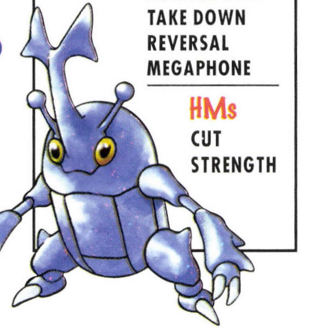
Heracross is a Bug-and-Fighting-type, which is relatively unusual. Fighting-types are good to use against Normal-types. Beware Flying-types, which this Pokémon has a double weakness against.

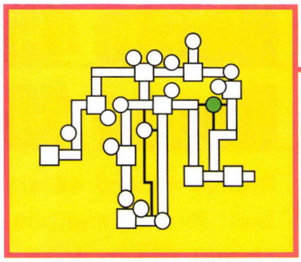
**Attacks**

HORN ATTACK
TAKE DOWN
REVERSAL
MEGAPHONE

**HMs**

CUT
STRENGTH

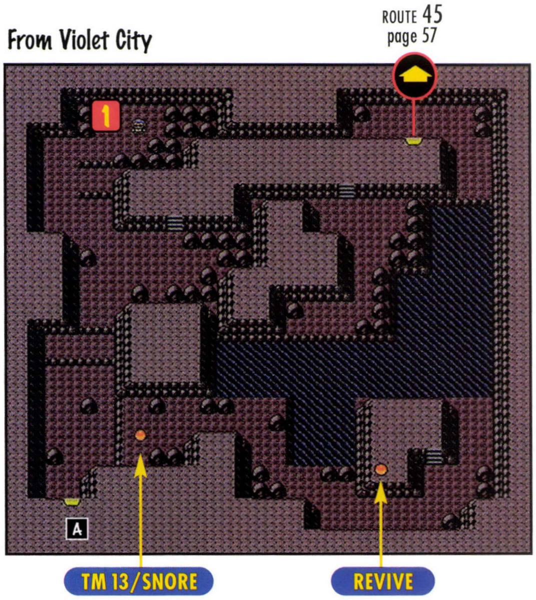




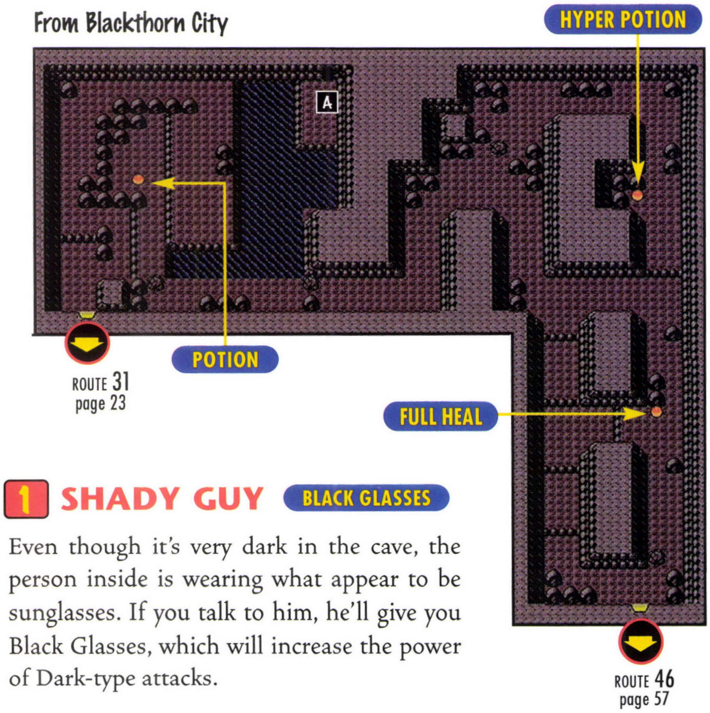
# Dark Cave

You can enter the cave from Violet City, Blackthorn City, Route 31, Route 45 and Route 46. You'll need Flash to light your way through the cave and Rock Smash and Surf to find all the items inside. While there are a lot of fabulous items inside the cave, including TM 13, you don't have to enter it.

From Violet City



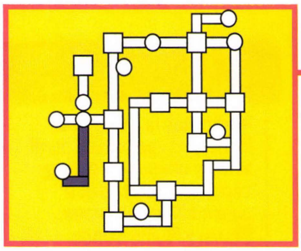
From Blackthorn City



## 1 SHADY GUY

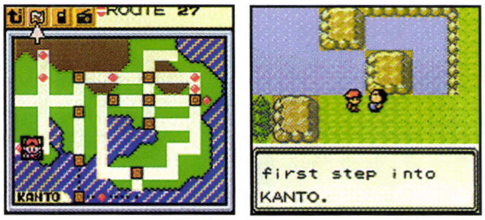
**BLACK GLASSES**

Even though it's very dark in the cave, the person inside is wearing what appear to be sunglasses. If you talk to him, he'll give you Black Glasses, which will increase the power of Dark-type attacks.



# Route 26 & Route 27

Route 26 and 27 are a little confusing, but they lead the way to Victory Road, so you'll have to get through them. You should bring along Pokémon that know Waterfall and Surf for the trip. Make sure your Pokémon are strong, healthy and attached to you before you leave for Kanto.



first step into KANTO.

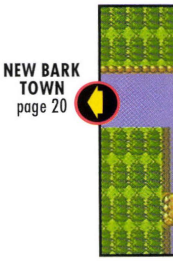
Clair from Blackthorn City will explain where you should go. Start in New Bark Town and surf over the water to the right of your house. You're on the way to Kanto and the Elite Four!

## 1 TRAIN WELL

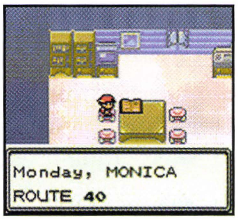
**TM 37/SAND STORM**

The woman in the house will check to see how devoted your Pokémon are to you. If she sees that the first Pokémon in your party is attached to you, she will give you TM 37, Sand Storm. Pokémon become attached to Trainers when they are healthy, used often, kept in the party and rarely made to faint. You can give your Pokémon items and haircuts to make them happy, too. If you treat your Pokémon well, they will treat you well, too.

It's nice to see a good trainer.

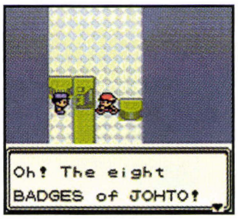


## 2 DAY SIBLINGS' HOUSE

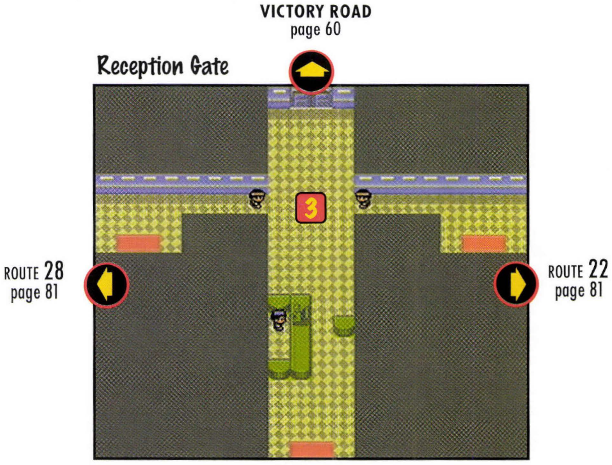

Monday, MONICA
ROUTE 40

Enter the house if you want to see the Day Siblings' oath, which includes information about where and when each sibling appears in Johto. Of course, you already have the information, but it's a good place to check if you've missed a few of the siblings the first time around.

## 3 VICTORY ROAD


Oh! The eight
BADGES of JOHTO!

After a very long journey that includes surfing, battling and much item collecting, you will finally be on your way to Victory Road. You won't be able to pass until you have all eight Badges from Johto. Two men are blocking the paths that branch out to the left and the right. They won't be gone for a while. Just press ahead and worry about the two blocked paths later. You need more experience before you will be able to tackle the road to the left, anyway.

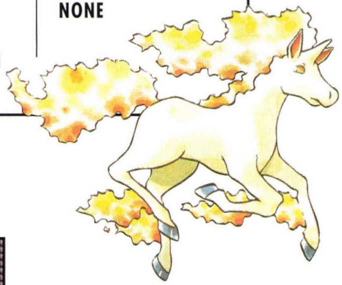

VICTORY ROAD
page 60
Reception Gate
3
ROUTE 28
page 81
ROUTE 22
page 81

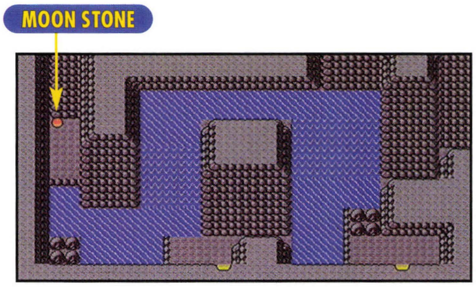
### #77 PONYTA TYPE: FIRE

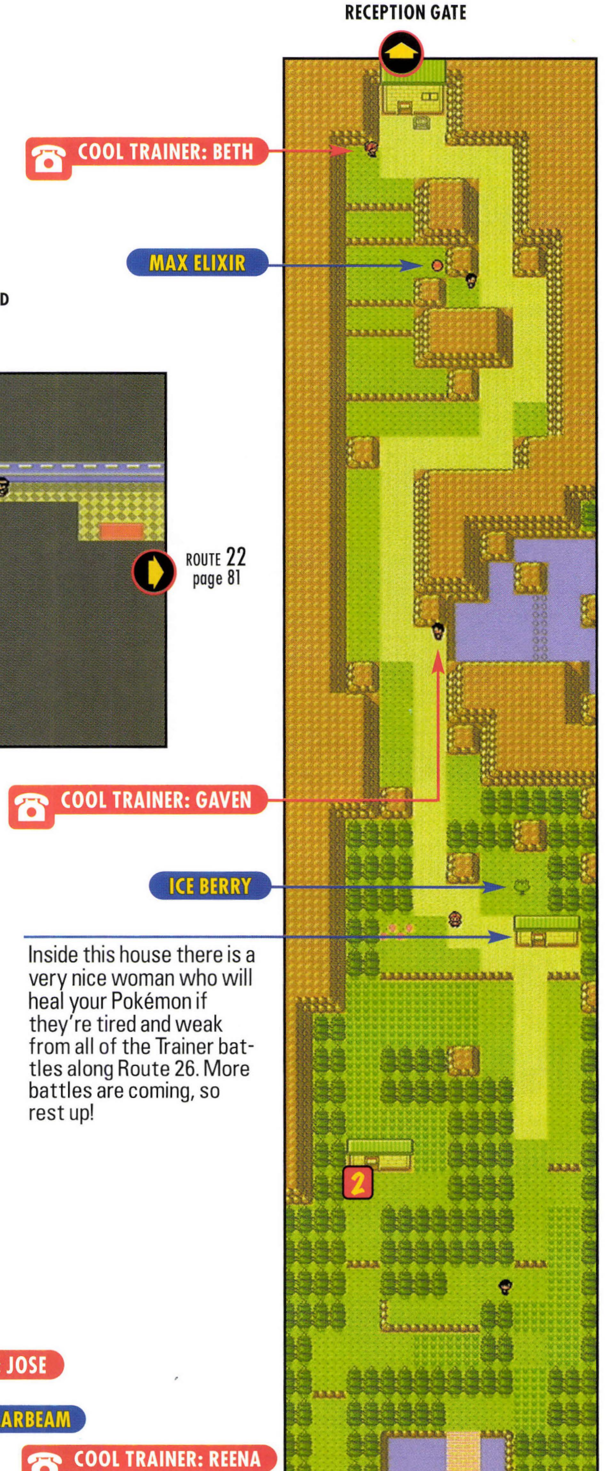
The galloping Fire-types, Ponyta and Rapidash, are extremely fast and have relatively high attack power. All Fire-types do very well against Grass-, Ice- and Bug-types, but they should watch out for Rock-, Ground- and Water-types.

**LEVEL 40 #78 RAPIDASH**

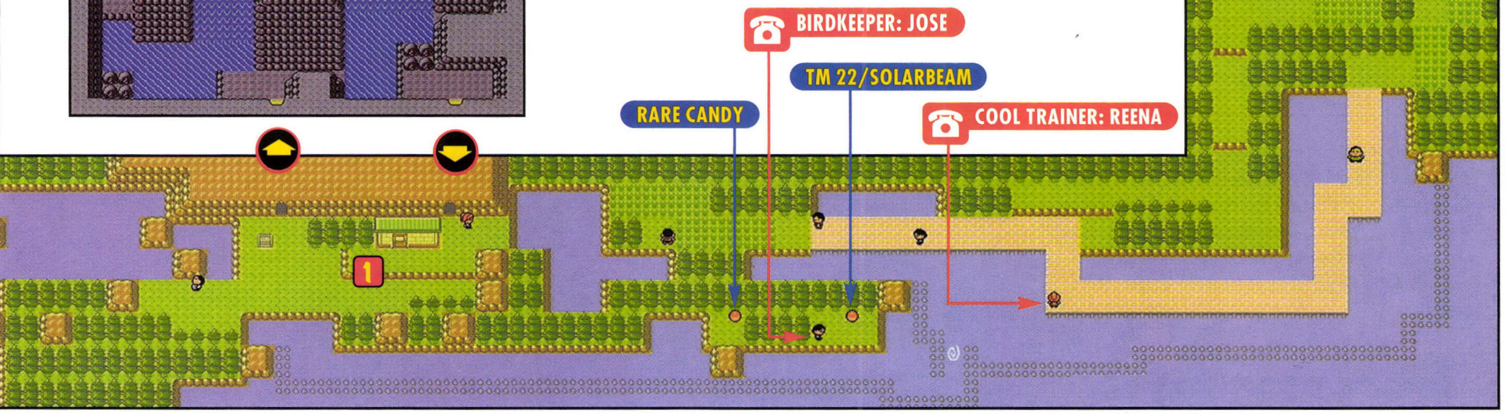
| Attacks | HMs |
|---|---|
| STOMP<br>FIRE SPIN<br>TAKE DOWN<br>FIRE BLAST | NONE |

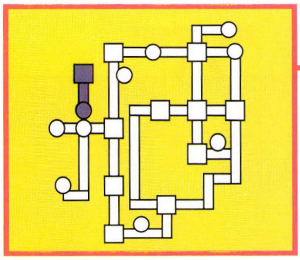





RECEPTION GATE
☎ COOL TRAINER: BETH
MAX ELIXIR
☎ COOL TRAINER: GAVEN
ICE BERRY
2

Inside this house there is a very nice woman who will heal your Pokémon if they're tired and weak from all of the Trainer battles along Route 26. More battles are coming, so rest up!

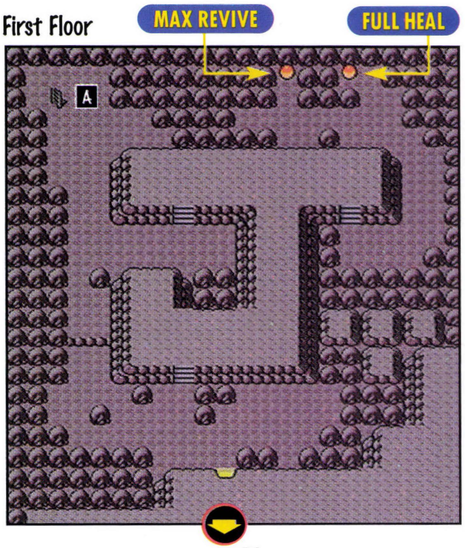

☎ BIRDKEEPER: JOSE
TM 22/SOLARBEAM
RARE CANDY
☎ COOL TRAINER: REENA
1



# Victory Road, Indigo Plateau

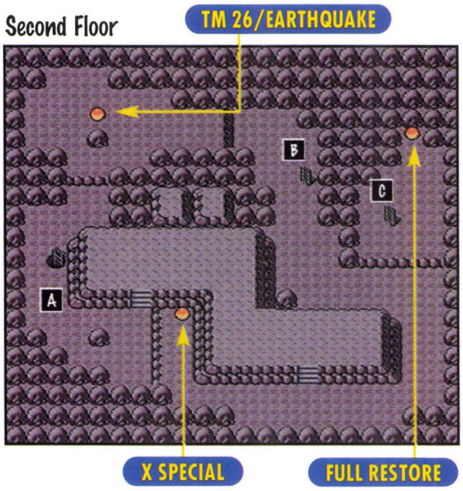
You have one more obstacle before you make it to the Indigo Plateau and the Elite Four. The cave is really no big deal to get through, but the items inside the cave are a big deal! Pick up as many as you can, then head out to the Indigo Plateau.

First Floor

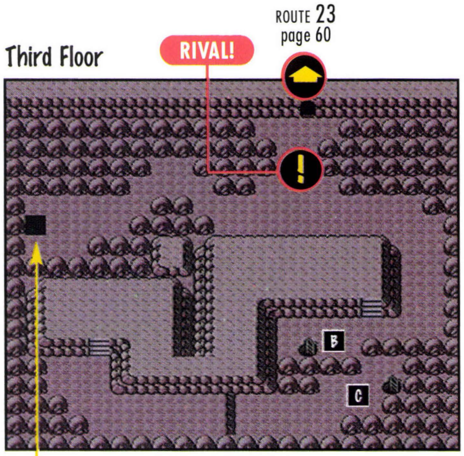


ROUTE 26
page 59

Second Floor

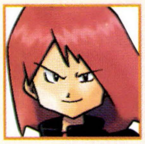


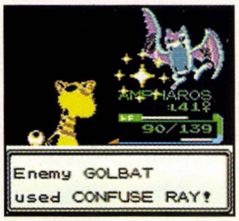
Third Floor



Drop down through this hole to the second floor to pick up TM 26, Earthquake. There's no other way to reach it.

**RIVAL!**
**BATTLE 5**





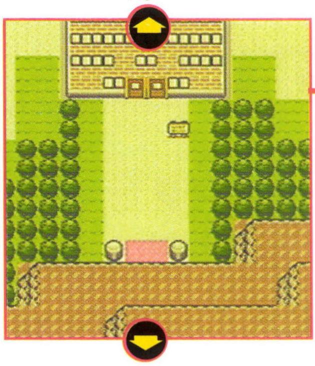
Enemy GOLBAT
used CONFUSE RAY!

| | | |
|---|---|---|
| LEVEL 38 | FERALIGATR | WTR |
| LEVEL 38 | MEGANIUM | GRS |
| LEVEL 38 | TYPHLOSION | FIR |
| | AND | |
| LEVEL 34 | SNEASEL | DRK/ICE |
| LEVEL 34 | MAGNETON | ELC/STL |
| LEVEL 35 | HAUNTER | GHO/PSN |
| LEVEL 36 | GOLBAT | PSN/FLY |
| LEVEL 35 | KADABRA | PSY |

When you try to leave the third floor of the cave, your Rival will challenge you to a battle, and he's added a sixth Pokémon to his team—Kadabra. Ideally, you'll have a Dark-type Pokémon such as Umbreon to battle Kadabra. If you don't have one, a strong Psychic-type or even an Electric-type is fine.

**RECOMMENDED POKéMON TYPES:**
DARK, ELECTRIC, FIGHTING, FIRE, PSYCHIC

INDIGO PLATEAU
page 60



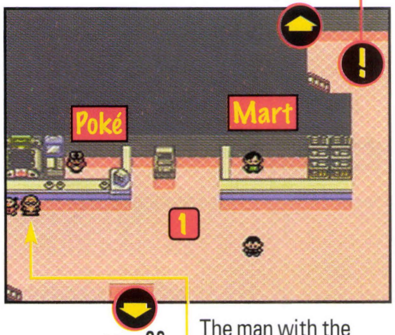
VICTORY ROAD
page 60

# Route 23

Route 23 is just the tiny stretch of road between the cavelike road known as Victory Road and the Indigo Plateau. Not much will happen there.

Monday,
Wednesday
RIVAL!

VS.ELITE FOUR
page 61



ROUTE 23
page 60

The man with the Abra will teleport you back to Johto. He will be gone once you defeat the champion.

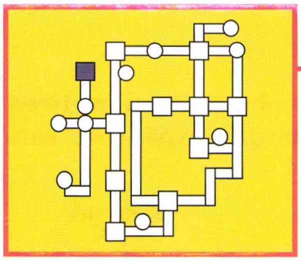
## 1 SUPPLIES

Make sure you heal your Pokémon and pick up any items you might need before you take on the Elite Four. You can use the combined Pokémon Center and Mart every time you battle there.

Later: **After you battle your Rival at Mt. Moon, he will appear at the Pokémon Mart/Pokémon Center every Monday and Wednesday, ready and willing to take you on again.**

## POKéMON MART

| | |
|---|---|
| ULTRA BALL | 1,200 |
| MAX REPEL | 700 |
| HYPER POTION | 1,200 |
| MAX POTION | 2,500 |
| FULL RESTORE | 3,000 |
| REVIVE | 1,500 |
| FULL HEAL | 600 |

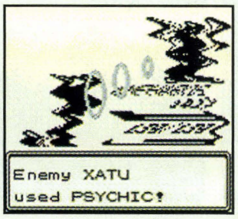


# Vs. Elite Four

The Elite Four battle is misleading—you actually have to battle five excellent Trainers with very strong Pokémon. You can't stop at a Pokémon Center between battles, so you'd better bring some HP-restoring products, some Revives and other important items with you.

## 1 WILL

| | | |
|---|---|---|
| LEVEL 40 | XATU | PSY/FLY |
| LEVEL 41 | EXEGGUTOR | GRS/PSY |
| LEVEL 41 | SLOWBRO | WTR/PSY |
| LEVEL 41 | JYNX | ICE/PSY |
| LEVEL 42 | XATU | PSY/FLY |



Enemy XATU used PSYCHIC!

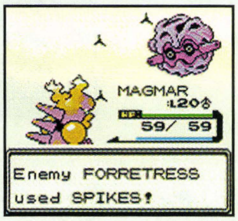
### RECOMMENDED POKéMON TYPES:

DARK, ELECTRIC, FIRE, ICE, PSYCHIC

This Trainer's team are all dual types that include the Psychic-type. If you attack each Pokémon's other type's weakness, you should have no problems. For example, attack Xatu with an Electric-type, because Flying-types are weak against them. A very powerful Psychic- or Dark-type Pokémon, Level 55 or higher, could be used to combat the entire team on its Psychic-type.

## 2 KOGA

| | | |
|---|---|---|
| LEVEL 40 | ARIADOS | BUG/PSN |
| LEVEL 43 | FORRETRESS | BUG/STL |
| LEVEL 42 | MUK | PSN |
| LEVEL 41 | VENOMOTH | BUG/PSN |
| LEVEL 44 | CROBAT | PSN/FLY |



Enemy FORRETRESS used SPIKES!

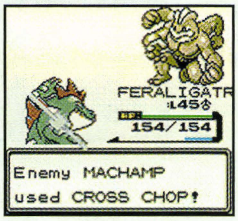
### RECOMMENDED POKéMON TYPES:

FIRE, PSYCHIC

Koga uses Bug-types and Poison-types, and with his first moves he'll try to poison your Pokémon. He'll also try to confuse your Pokémon, leaving them somewhat helpless. Take him out as quickly as you can with your Psychic-types and your Fire-types. The longer the battle goes on, the less likely it is that you'll emerge victorious.

## 3 BRUNO

| | | |
|---|---|---|
| LEVEL 42 | HITMONTOP | FTG |
| LEVEL 42 | HITMONLEE | FTG |
| LEVEL 42 | HITMONCHAN | FTG |
| LEVEL 43 | ONIX | RCK/GRD |
| LEVEL 46 | MACHAMP | FTG |



Enemy MACHAMP used CROSS CHOP!

### RECOMMENDED POKéMON TYPES:

FLYING, PSYCHIC, WATER

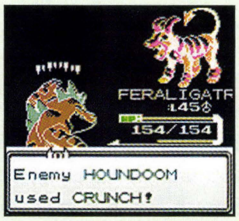
Unlike Koga, Bruno won't try to mess with your Pokémon's status. Instead, he will use Pokémon that strike hard and fast, hoping to knock your team out quickly and painfully. If you have a fast Psychic-type, use it to put the hurt on most of Bruno's team. Use a Water-type on Onix, the only non-Fighting-type in Bruno's team.

## Prepare for Battle!

Every one of the Trainers is using Level-40 to Level-50 Pokémon, and they aren't exactly pushovers. Your Pokémon should be in that same ballpark, or higher, or you'll really be in for a thrashing. A good team will have six different types of Pokémon and would do well if it included a powerful Electric-type, a strong Ice-type and a seasoned Fire-type. Pick your team carefully, studying the recommendations for each member of the Elite Four. Use Pokémon that you're comfortable with, and be sure to heal them with items between matches. The battles are not easy, and if you lose to one Trainer, you'll have to start all over again!

## 4 KAREN

| | | |
|---|---|---|
| LEVEL 42 | UMBREON | DRK |
| LEVEL 42 | VILEPLUME | GRS/PSN |
| LEVEL 45 | GENGAR | GHO/PSN |
| LEVEL 44 | MURKROW | DRK/FLY |
| LEVEL 47 | HOUNDOOM | DRK/FIR |



Enemy HOUNDOOM used CRUNCH!

### RECOMMENDED POKéMON TYPES:

FIGHTING, GROUND, PSYCHIC

Karen, the last of the Elite Four, uses Dark-type Pokémon in battle. Her Pokémon are particularly weak against Fighting-types, but Water-types and Electric-types will also work against her dual-type Dark Pokémon. Karen's other Pokémon share the Poison-type and will be easily dispatched with a Psychic- or Ground-type.

## CHAMPION LANCE

| | | |
|---|---|---|
| LEVEL 44 | GYARADOS | WTR/FLY |
| LEVEL 47 | DRAGONITE | DRG/FLY |
| LEVEL 46 | CHARIZARD | FIR/FLY |
| LEVEL 47 | DRAGONITE | DRG/FLY |
| LEVEL 46 | AERODACTYL | RCK/FLY |
| LEVEL 50 | DRAGONITE | DRG/FLY |

FERALIGATR
:L45
HP:
154/154

Enemy DRAGONITE used THUNDER WAVE!

### RECOMMENDED POKéMON TYPES:

ELECTRIC, ICE

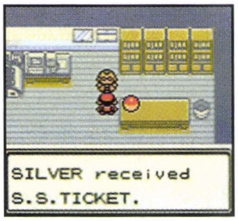
Yes, it's the same Lance from the Lake of Rage. He's grateful for your help, but he's also the Champion, so you have to beat his team of mostly Dragon-types. His team is united in its Flying-type, so an Electric-type will deal damage to every member of the team. Dragon-types are weak against Ice-types, so a powerful Ice-type Pokémon should also be in your party.

# S.S. Aqua

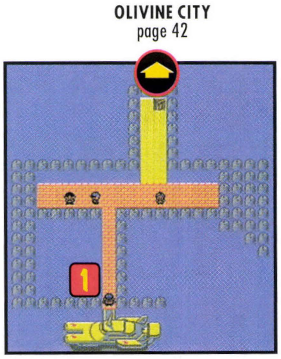
The S.S. Aqua takes Pokémon Trainers from Olivine City in Johto to Vermilion City in Kanto. The boat ride is relatively short, but you'll still have time for a little adventure at sea. Pop into all the rooms—you can gain experience with Pokémon battles, and you'll find some good items, too.

## 1 AQUA, MAN

Professor Elm presents you with an S.S. Ticket after you've beaten the Elite Four. Go to Olivine City's dock and talk to the people there. The last person will ask to see your ticket and show you to the boat. After your first boat trip, the boat will operate only on certain days.



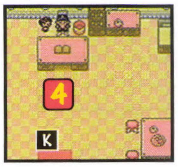
SILVER received
S.S.TICKET.



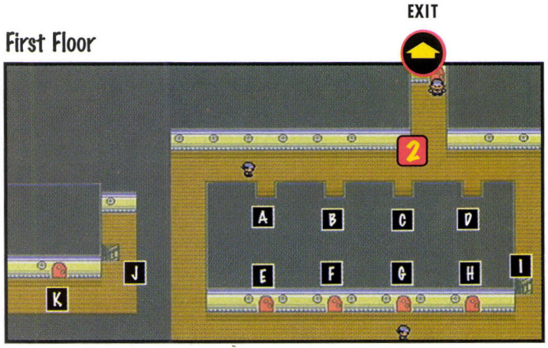
## 2 GRANDBABY

The old man in room H needs your help. His granddaughter wandered off, and he'd like you to find her for him. He will give you the Metal Coat, an item that your Onix might take a liking to, if you can find her.

**Captain's Quarters**

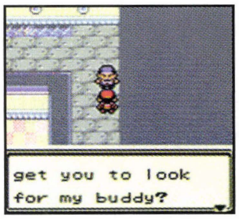


**First Floor**

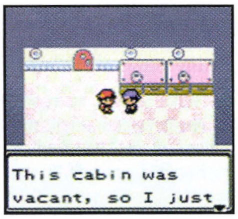


## 3 GET BACK TO WORK!

The sailor blocks your way to the rooms in the basement. He won't let you wander around belowdecks until you've rounded up his buddy. Search for the lazy sailor in room B, which is right next to your cabin. After the lazy sailor mutters an excuse for sleeping on the job, he'll get back to work, and his less lazy buddy will let you pass.

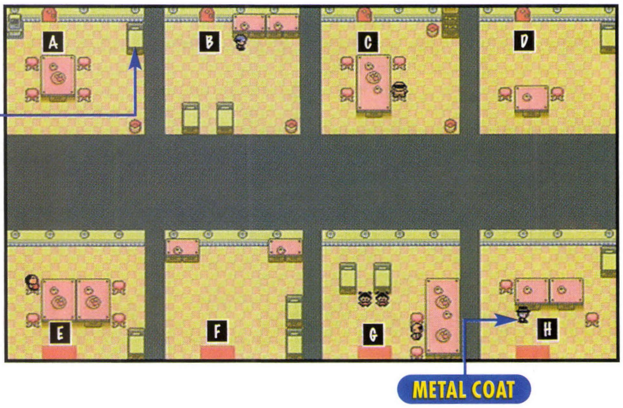


get you to look
for my buddy?



This cabin was
vacant, so I just

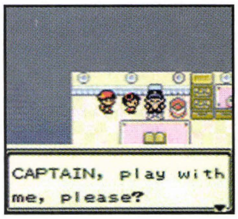
**First Floor Rooms**



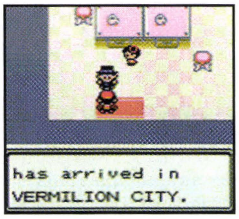
Take a nap on the bed to revive weary Pokémon. On your second boat ride and every trip after, you can make the boat arrive instantly at your destination by resting on the bed.

## 3 A CAPTAIN AUDIENCE

Make your way to room K, the Captain's Quarters. The old man's granddaughter is in the room harassing the Captain. If you get the little scamp back to the old man's room, he will give you Metal Coat. After you've completed the search for the girl, you'll see an announcement that the boat has arrived at Vermilion City.

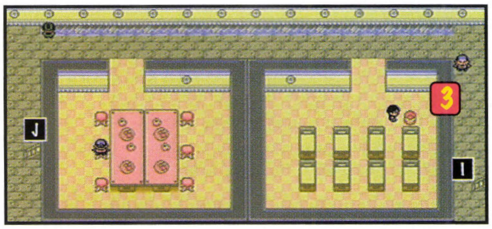


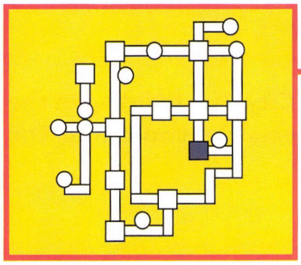
CAPTAIN, play with
me, please?



has arrived in
VERMILION CITY.

**Basement-1**





# Vermilion City

Your first ride on the S. S. Aqua takes you to Vermilion City. If you've visited Kanto before in Red, Blue or Yellow, you are still in for some surprises—many things around Kanto have changed. If this is your first visit, you have a lot of exploring to do!

## 1 CRUISIN'

After the first trip to Kanto, the boat will follow a regular schedule. It departs from Vermilion City on Wednesdays and Sundays, and it departs from Olivine City on Mondays and Fridays. You can return to Johto by walking if you can't wait for the boat to leave.

### POKéMON MART

| | |
|---|---|
| ULTRA BALL | 1,200 |
| SUPER POTION | 700 |
| HYPER POTION | 1,200 |
| REVIVE | 1,500 |
| PARALYZE HEAL | 200 |
| AWAKENING | 250 |
| BURN HEAL | 250 |
| LITEBLUE MAIL | 50 |

## 2 LEADER OF THE PACK

**RARE CANDY** **POKé DOLL**

If you talk to the President of the Pokémon Fan Club, he will start telling you a very long story. If you listen to his entire story, he'll give you Rare Candy for your polite attention.

OK. Could you take this POKé DOLL

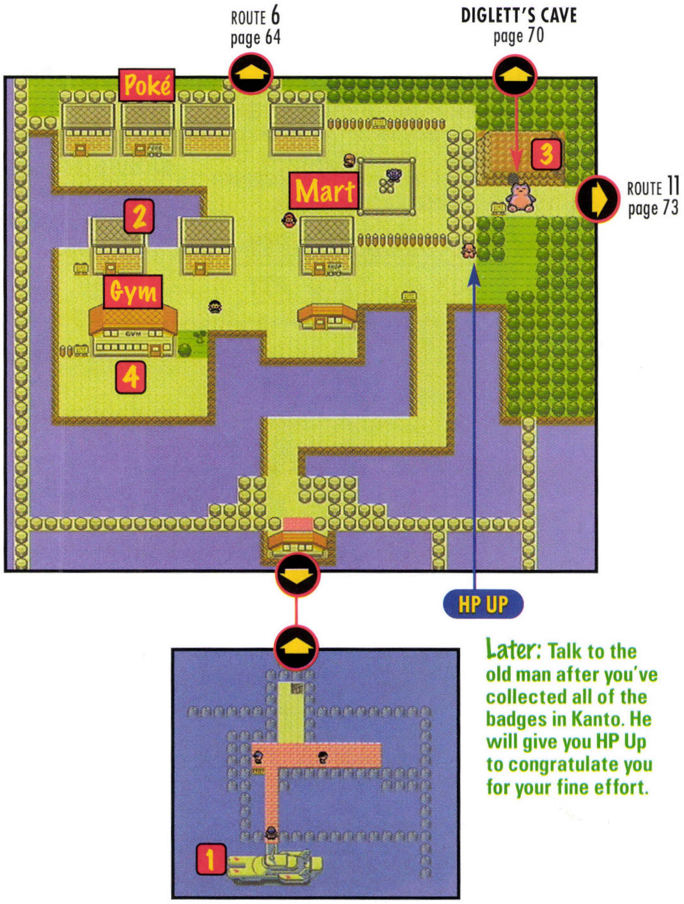
**Later:** After you've spoken to Copycat in Goldenrod City, return to the Pokémon Fan Club and talk to the guy at the table. He will listen to your story about Copycat's missing Poké Doll and ask you to return it to her.

## 3 SNOOZIN'

Snorlax is blocking the way to Route 11 and Diglett's Cave. You'll need to get a few things done before you'll be able to get Snorlax out of your way for good.

SNORLAX woke up!

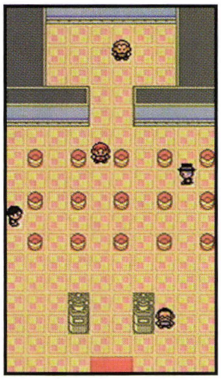
**Later:** After you help out at the Power Plant and pick up the expansion card for your Pokégear in Lavender Town, you will be able to move Snorlax. Set your Pokégear's radio to "Pokémon Flute" to wake Snorlax and get it out of your way It's the only chance you have to catch Snorlax.



**Later:** Talk to the old man after you've collected all of the badges in Kanto. He will give you HP Up to congratulate you for your fine effort.

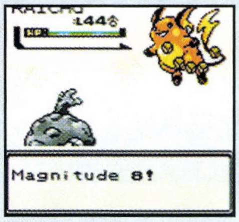
## 4 VERMILION CITY GYM

Cut the tree blocking the way to reach Vermilion City Gym. Lt. Surge, the Gym Leader, is very fond of Electric-type Pokémon—try not to be shocked.



## VERMILION CITY GYM LEADER: LT. SURGE

The traps that once guarded Vermilion City Gym are gone, but Lt. Surge is still in residence. If you take a good Ground-type into battle, you won't be touched by the electrical onslaught of Surge's Electric- or Steel-type Pokémon.

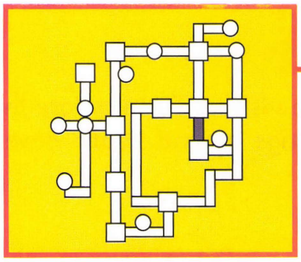


Magnitude 8!

**RECOMMENDED POKéMON TYPE:**

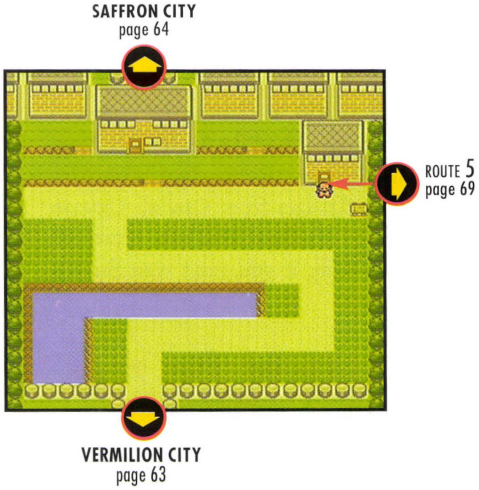
GROUND

**PRIZE:** THUNDER BADGE



# Route 6

Route 6 is a tiny little road that connects Vermilion City with Saffron City. The building in the upper right is the entrance to the Underground Path that also connects the two cities. The Underground Path will be closed until the Power Plant fiasco is fixed.

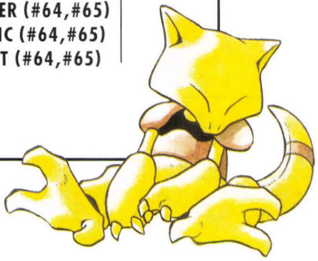

SAFFRON CITY
page 64
ROUTE 5
page 69
VERMILION CITY
page 63

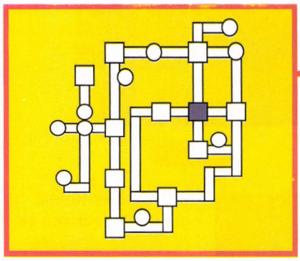
### #63 ABRA TYPE : PSYCHIC

Abra are relatively common in Gold and Silver. Catch a wild Abra and raise it to an Alakazam for a dependable, Psychic-type addition to your party. Most of the powerful attacks are available only to Kadabra or Alakazam.

| | | |
|---|---|---|
| **LEVEL 16** | **#64 KADABRA** | **PSY** |
| **TRADE** | **#65 ALAKAZAM** | **PSY** |

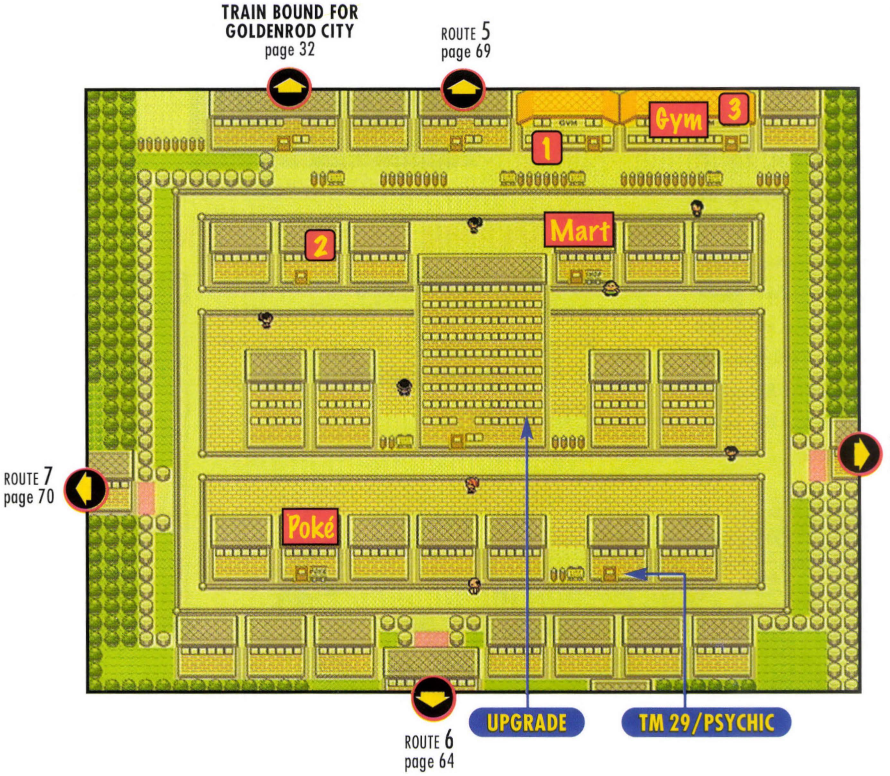
| Attacks | HMs |
|---|---|
| KINESIS (#64,#65)<br>RECOVER (#64,#65)<br>PSYCHIC (#64,#65)<br>REFLECT (#64,#65) | FLASH |





# Saffron City

Saffron City is home to many interesting places including Silph Co. and the Train Station. The problem at the Power Plant has stopped the train from running...maybe it's a good idea to find the Power Plant and get things straightened out!


TRAIN BOUND FOR GOLDENROD CITY
page 32
ROUTE 5
page 69
1
Gym
3
2
Mart
Poké
ROUTE 7
page 70
ROUTE 8
page 65
ROUTE 6
page 64
UPGRADE
TM 29/PSYCHIC

## 1 DOJO MOJO

**FOCUS BAND**

The Fighting Dojo's master, Blackbelt Kyo, has gone to Johto to train. His acolyte will give you Focus Band, an item that allows a Pokémon to survive any attack without fainting by leaving it with 1 HP.

KARATE KING, the
FIGHTING DOJO'S

TYROGUE is a
fighting-type.

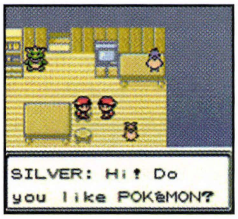
See page 48 for information about Blackbelt Kyo in Johto.

## POKéMON MART

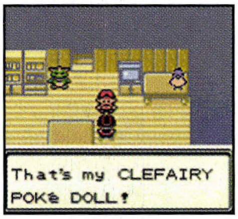
| | |
|---|---|
| GREAT BALL | 600 |
| HYPER BALL | 1,200 |
| HYPER POTION | 1,200 |
| MAX POTION | 2,500 |
| FULL HEAL | 600 |
| X ATTACK | 500 |
| X DEFEND | 550 |
| FLOWER MAIL | 50 |

## 2 BE A DOLL PASS

After the Power Plant incident has been resolved, head upstairs in Copycat's house, where she will tell you about her missing Clefairy Doll. Head back to the Pokémon Fan Club in Vermilion City to get the Poké Doll for her.

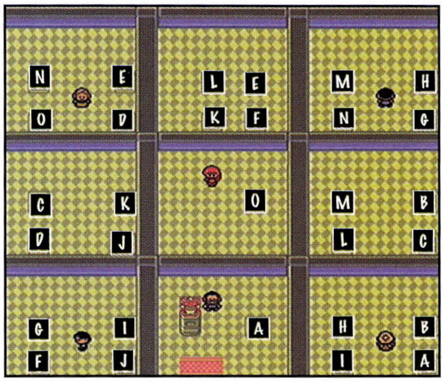

SILVER: Hi! Do you like POKéMON?

**Later: After you return the Poké Doll to Copycat, she will give you the Pass, which allows you to travel by train between Saffron City in Kanto and Goldenrod City in Johto. The train doesn't follow a schedule, so you can take it whenever you would like.**


That's my CLEFAIRY POKé DOLL!

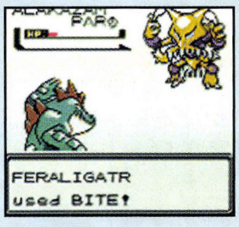
## 3 SAFFRON CITY GYM

The path to Sabrina, Saffron City's Gym Leader, is a bit confusing. There are many warp pads to step on that will lead you around the nine small rooms, many of which have a Trainer inside, waiting to battle. To reach Sabrina, step on the warp pads in this order: A, B, C, D, O.



### SAFFRON CITY GYM LEADER: SABRINA

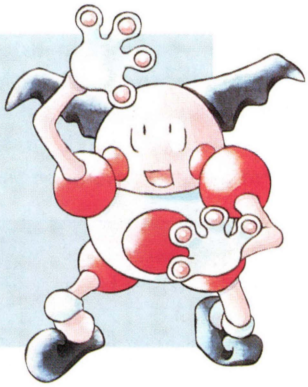
Sabrina uses Psychic-types. If you have Dark-type Pokémon with Psychic-type attacks, you will easily prevail. You can find Dark-types on Route 7—raise them to Level 40 or higher before attempting to battle.

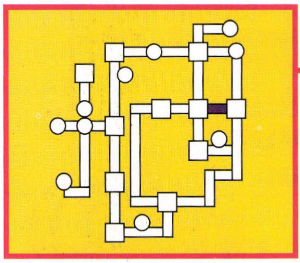


FERALIGATR used BITE!

**RECOMMENDED POKéMON TYPES:**
DARK, PSYCHIC, ELECTRIC, ICE, ROCK

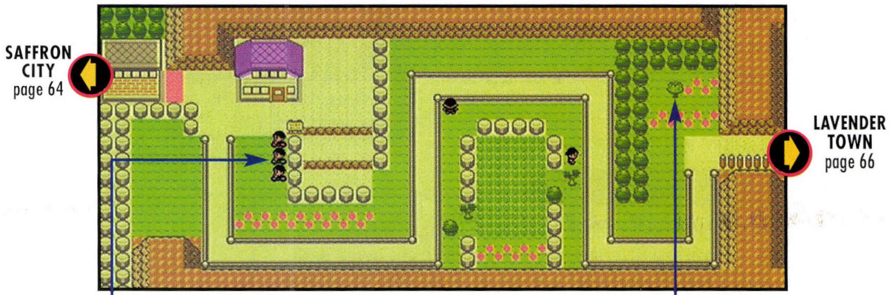
**PRIZE:** MARSH BADGE





# Route 8

Route 8 is another short road. It connects Saffron City with Lavender Town. The building used to house the Underground Path, which connected Route 8 with Route 7, but it's been closed.



The Kanto Pokémon Association is made up of a bunch of thugs that attack with mostly Poison- or Fire-type Pokémon.

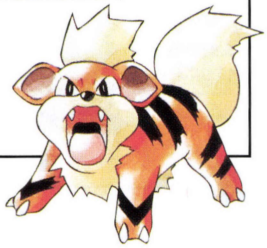
**PARALYZECURE BERRY**

### #58 GROWLITHE TYPE : FIRE

The furry Fire-type does extremely well with Fire-type attacks, but don't overload the creature with the hot stuff. Give it one or two non-Fire-type attacks.

**FIRE STONE #59 ARCANINE FIR**

| Attacks | HMs |
|---|---|
| TAKE DOWN | NONE |
| FLAME WHEEL | |
| FLAMETHROWER | |
| EXTREME SPEED #59 | |

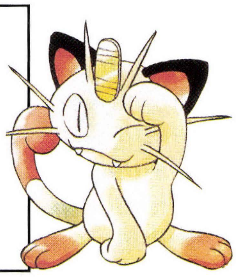


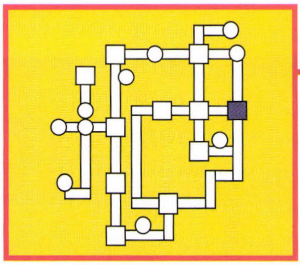
### #52 MEOWTH TYPE: NORMAL

The catlike creatures Meowth and Persian are Normal-type Pokémon with decent special attack power. Meowth can be caught in Pokémon Blue and Pokémon Silver, while Persian can be caught only in Pokémon Silver.

**LEVEL 28 #53 PERSIAN NRM**

| Attacks | HMs |
|---|---|
| BITE | NONE |
| PAY DAY | |
| FAINT ATTACK | |
| SLASH | |





# Lavender Town

The large building in Lavender Town houses a Radio Station, and the smaller building nearby is a memorial for the souls of departed Pokémon. The Radio Station isn't working because the Power Plant isn't operational.

## 1 RADIO, RADIO

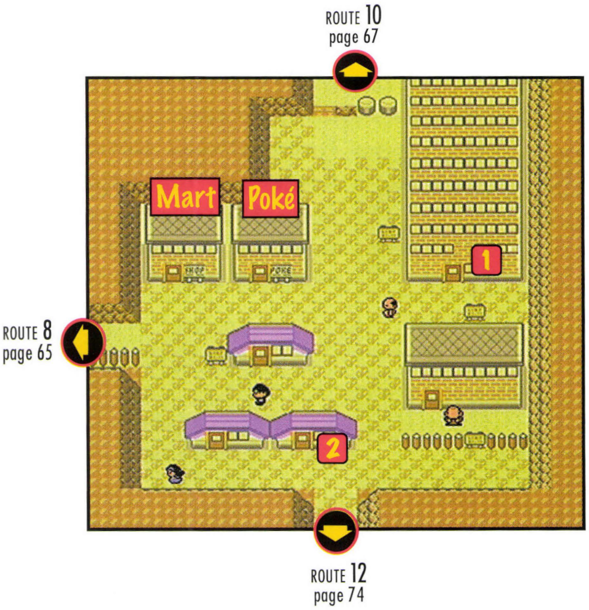
**EXPANSION CARD**

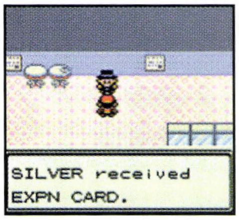
To be the sound's salvation, you need to get the Power Plant up and running. When the power is restored, you'll get a nice gift from the Radio Station's head honcho.

**Later: After the Power Plant mess has been fixed up, talk to the Radio Station's President. He will give you an Expansion Card which allows you to listen to the Radio in Kanto. You can go back to Vermilion City and move the Snorlax blocking Diglett's Cave if you tune in to the Poké Flute channel on your Pokégear.**

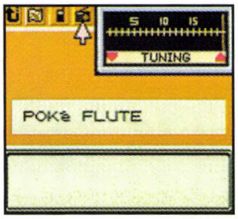
### POKéMON MART

| | |
|---|---|
| GREAT BALL | 600 |
| POTION | 300 |
| SUPER POTION | 700 |
| MAX REPEL | 700 |
| ANTIDOTE | 100 |
| PARALYZE HEAL | 200 |
| AWAKENING | 250 |
| BURN HEAL | 250 |

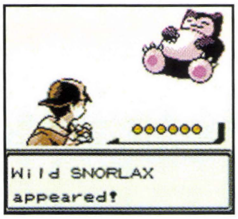




SILVER received EXPN CARD.



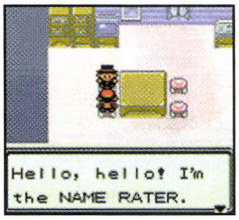
POKé FLUTE



Wild SNORLAX appeared!

## 2 ANOTHER RATER

The Name Rater in Lavender Town can help you change your Pokémon's nicknames, just like the Name Rater in Goldenrod City. Remember, though—you can't change the names of Pokémon you received in a trade.

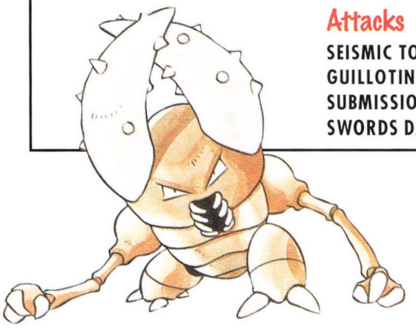


Hello, hello! I'm the NAME RATER.

### #127 PINSIR TYPE : BUG

The Bug-type brawler, Pinsir, has the brute force necessary to power a move like Strength and the claws to get away with Cut. Teach your Pinsir Swords Dance to raise its Attack Power.

| Attacks | HMs |
|---|---|
| SEISMIC TOSS | CUT |
| GUILLOTINE | STRENGTH |
| SUBMISSION | |
| SWORDS DANCE | |



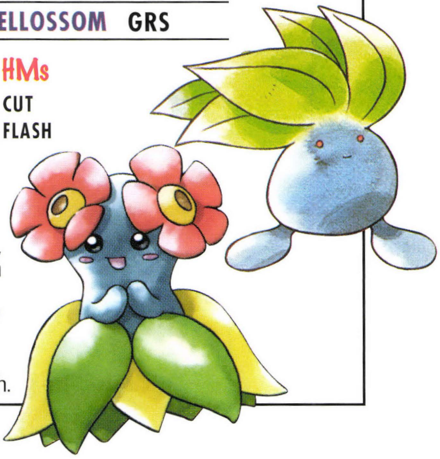
### #43 ODDISH TYPE : GRASS/POISON

Oddish has a new evolution in Gold and Silver—Bellossom. All of the Evolution Stones, including the Leaf Stone and the Sun Stone, are pretty rare, so choose your moves very carefully.

| | | | |
|---|---|---|---|
| LEVEL 21 | #44 | GLOOM | GRS/PSN |
| LEAF STONE | #45 | VILEPLUME | GRS/PSN |
| SUN STONE | #182 | BELLOSSOM | GRS |

| Attacks | HMs |
|---|---|
| STUN SPORE | CUT |
| SLEEP POWDER | FLASH |
| MOON LIGHT (#43,44) | |
| PETAL DANCE (#43,44) | |
| SOLARBEAM | |

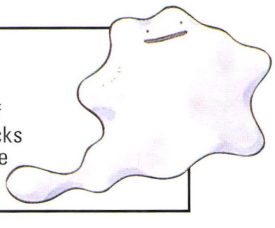
Depending on your whim, you can raise your Gloom into a Vileplume or a Bellossom, which is new to Gold and Silver. Note that Bellossom is a pure Grass-type, unlike Oddish.

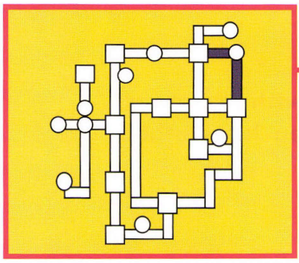


### #132 DITTO TYPE : NORMAL

Ditto is a curious creature that has just one attack—Transform. With it, Ditto can become a seemingly exact replica of its opponent. Ditto's stats do not change, so if your Ditto is weak, the attacks it uses in its new form will be weak, too.

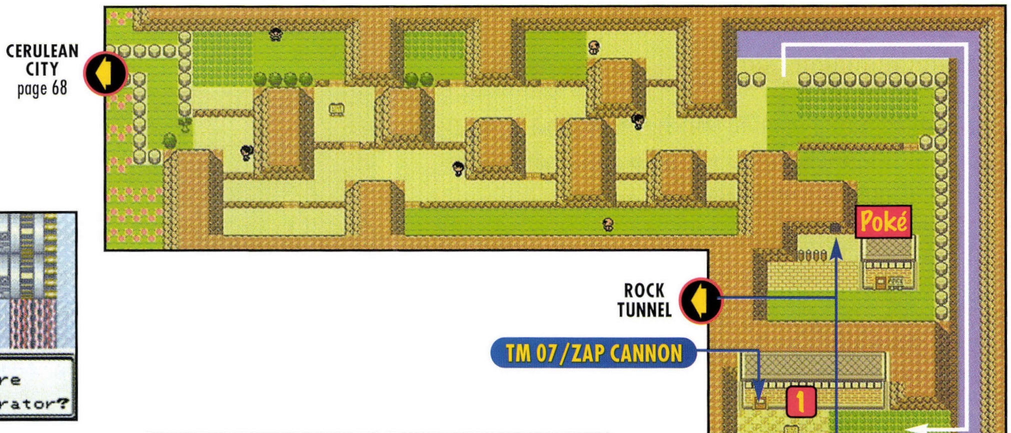
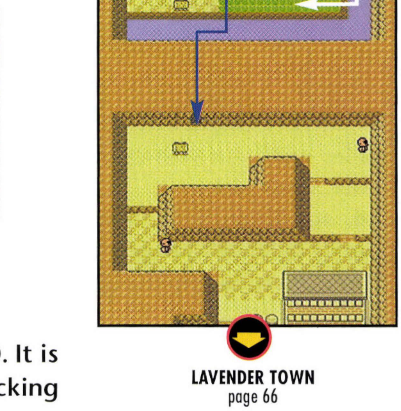
| Attacks | HMs |
|---|---|
| TRANSFORM | NONE |





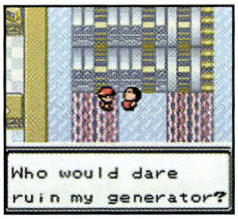
# Route 9 & Route 10

The Power Plant is located in the middle of Route 10—you have to go through the Rock Tunnel, then up Route 10 to the water, where you can Surf back down Route 10 to the building as shown by the white arrow on the map. Assess the situation at the Power Plant and try to fix it, or you won't get much farther.



CERULEAN CITY
page 68
Poké
ROCK TUNNEL
TM 07/ZAP CANNON
1
LAVENDER TOWN
page 66

## 1 POWER OUTAGE

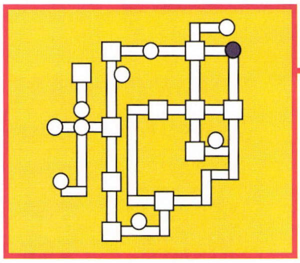
Talk to the Power Plant's manager and the Police Officer inside the Power Plant to learn about the Power Plant's missing part. Go out to Cerulean City's Gym, where you will run into a suspicious man who definitely knows where the part is. See page 68 for more information.


Who would dare ruin my generator?

**Later: After the part is returned and the power is restored, everything in Kanto that depends on electricity will start working again, including the train that travels from Kanto to Johto. The Plant Manager will also reward you with TM 07, Zap Cannon, to thank you for your help.**

That's the missing PART from my be-

Are you coming on board?

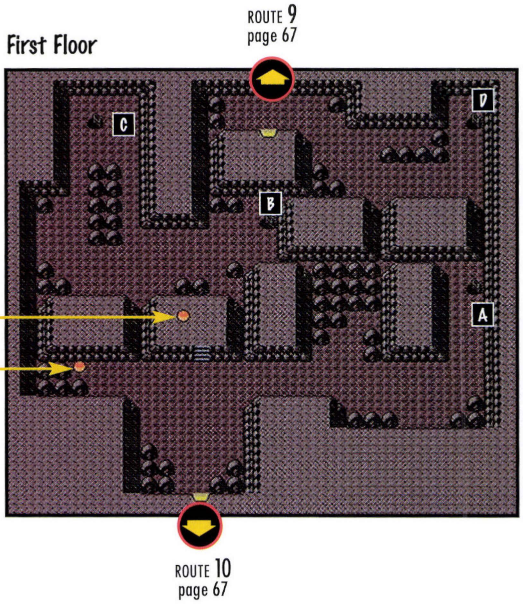


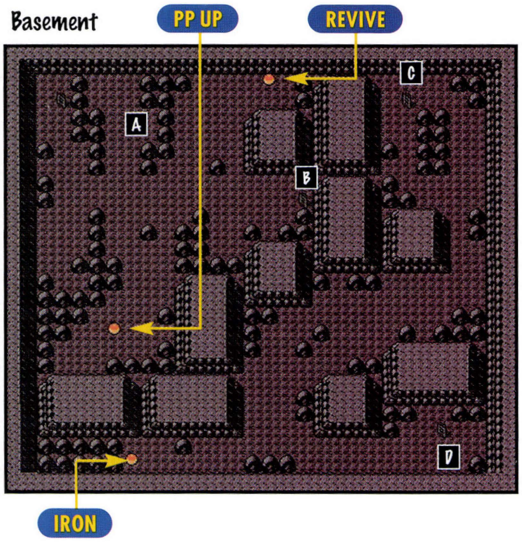
# Rock Tunnel

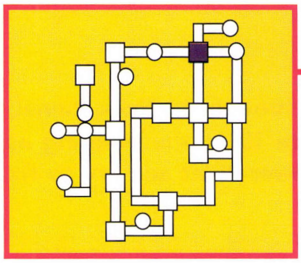
The Rock Tunnel will get you from Lavender Town to Route 10. It is neither complex nor large, so you shouldn't have trouble picking up all the items inside and finding your way out. Make sure you pick up TM 47, Steel Wing, when you first enter the tunnel.

A blinding FLASH lights the area!

Bring along a Pokémon that knows Flash to illuminate the interior of the Tunnel.


First Floor
ROUTE 9
page 67
C
D
B
A
TM 47/STEEL WING
ELIXIR
ROUTE 10
page 67


Basement
PP UP
REVIVE
A
C
B
D
IRON

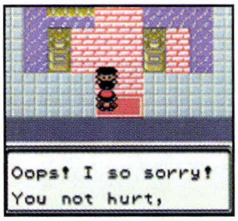


# Cerulean City

Head directly to the Gym to find the suspicious man who has run off with the Power Plant's part. The Gym Leader isn't in the Gym, but that's OK—you have other business to attend to before you battle with her.

## 1 SOMETHING SUSPICIOUS

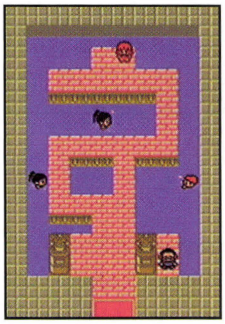
The man standing outside the Gym is a good source of information. He will help you find the suspicious man and Misty.

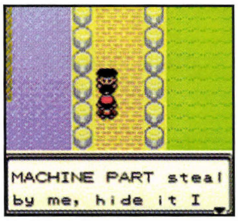


Oops! I so sorry!
You not hurt,

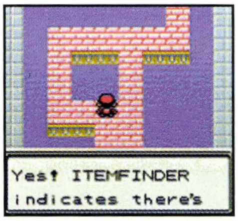
## 2 CERULEAN CITY GYM

You won't be able to battle the Gym Leader until you take care of the Power Plant situation. Tackle the odd, suspicious man first, then head up to Route 25 to get the Gym Leader, Misty, back to the Gym.





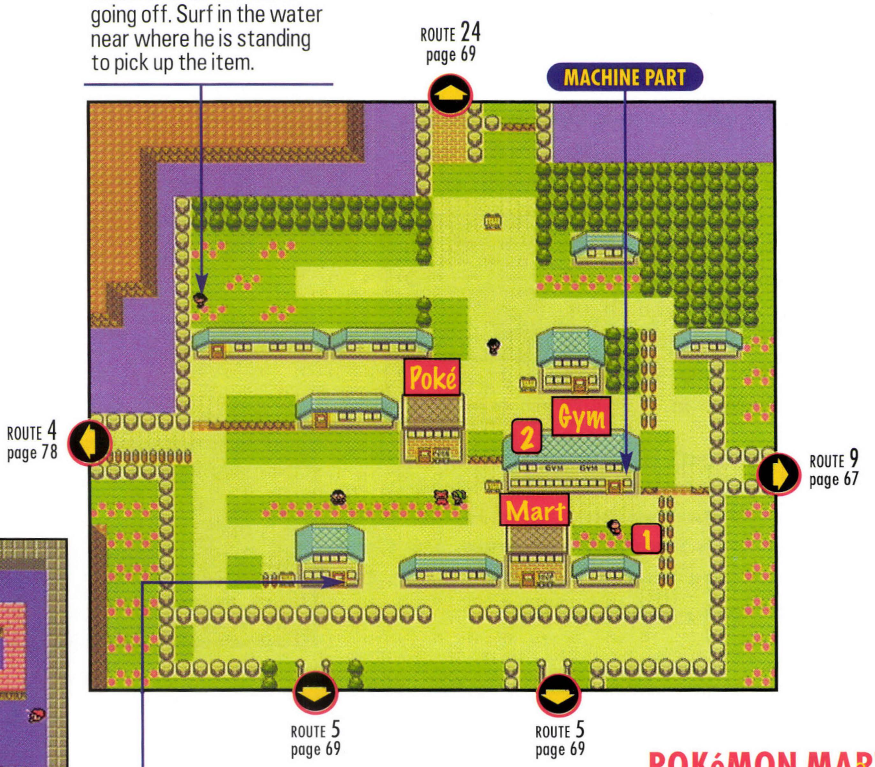
MACHINE PART steal
by me, hide it I



Yes! ITEMFINDER
indicates there's

**Later: Find the odd man up at Route 24, then battle and defeat him. He will admit that he threw the machine part into the water in Cerulean City's Gym. Use your Item Finder to locate the missing part, which is located in the square pool in the center of the Gym.**

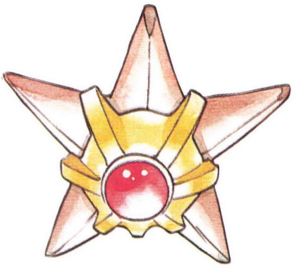
This man's Item Finder is going off. Surf in the water near where he is standing to pick up the item.



This building used to house a Bike Shop, but a sign posted out front informs you that the shop has moved to Johto.

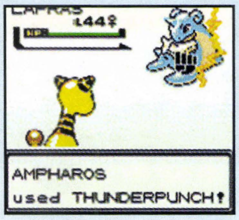
### POKéMON MART

| | |
|---|---|
| GREAT BALL | 600 |
| ULTRA BALL | 1,200 |
| SUPER POTION | 700 |
| SUPER REPEL | 500 |
| FULL HEAL | 600 |
| X DEFEND | 550 |
| X ATTACK | 500 |
| DIRE HIT | 650 |
| SURF MAIL | 50 |



### CERULEAN CITY GYM LEADER: MISTY

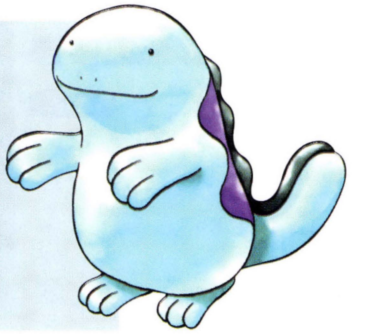
Misty prefers Water-type Pokémon, but some of her creatures have dual-types like Water-and-Ice or Water-and-Psychic. If you have both an Electric-type and a Grass-type, you won't have any problems defeating her.



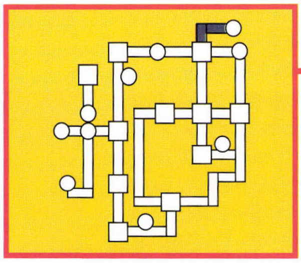
AMPHAROS
used THUNDERPUNCH!

**RECOMMENDED POKéMON TYPES:**
ELECTRIC, GRASS

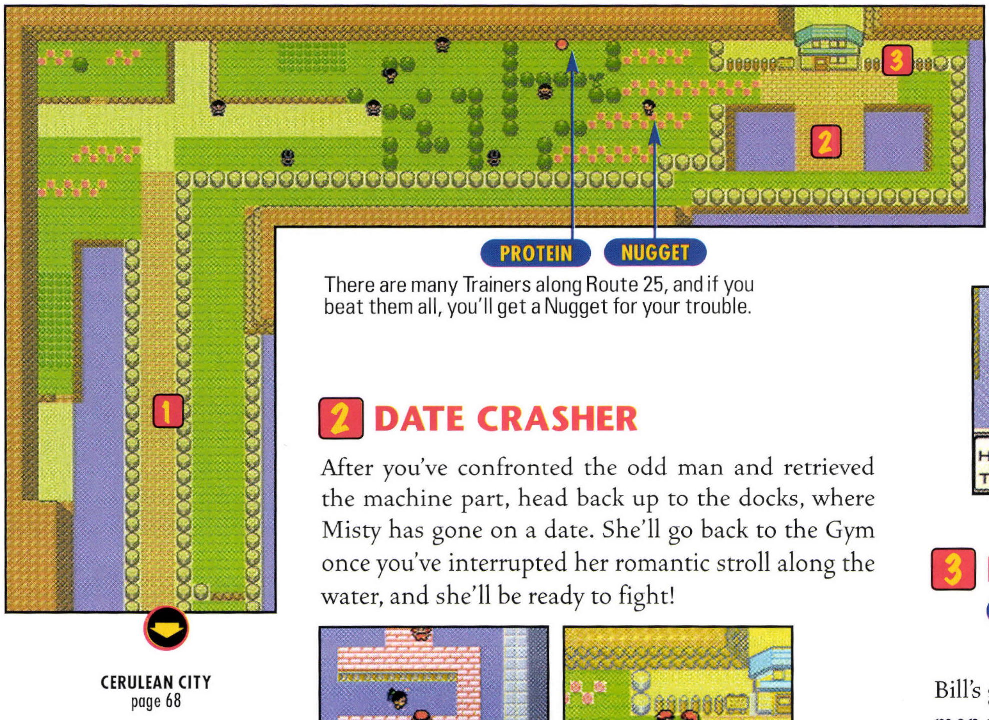
**PRIZE: CASCADE BADGE**



# Route 24 & Route 25



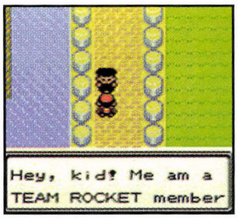
Route 24 and Route 25 aren't that long, but there is a lot to see and do there. You'll have plenty of battles to fight, a machine part to track down, and a Gym Leader to find.



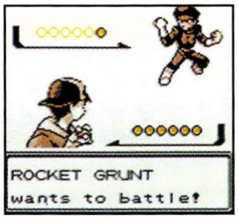
There are many Trainers along Route 25, and if you beat them all, you'll get a Nugget for your trouble.

## 1 ROCKET REDUX

You'll come to a poor, odd fellow who's a member of Team Rocket—but Team Rocket is no more! He hasn't gotten the news of Team Rocket's demise yet, so you'll have to put him in his place. After you defeat him, he will tell you where he hid the missing machine part, so you can retrieve it and fix the generator at the Power Plant.



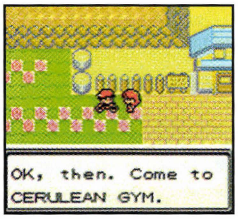
Hey, kid! Me am a TEAM ROCKET member!



ROCKET GRUNT wants to battle!

## 2 DATE CRASHER

After you've confronted the odd man and retrieved the machine part, head back up to the docks, where Misty has gone on a date. She'll go back to the Gym once you've interrupted her romantic stroll along the water, and she'll be ready to fight!

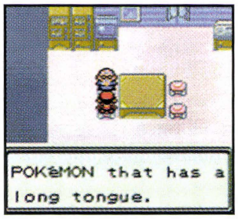


OK, then. Come to CERULEAN GYM.

## 3 BILL'S GRANDFATHER

**EVERSTONE** **FIRE STONE** **LEAF STONE** **THUNDER STONE** **WATER STONE**

Bill's grandfather will ask you to show him a Pokémon with a long tongue. If you have such a Pokémon, Bill's grandfather will give you an Everstone. Come back often—Bill's grandfather will ask to see different Pokémon, and he'll have many stones to reward you with.



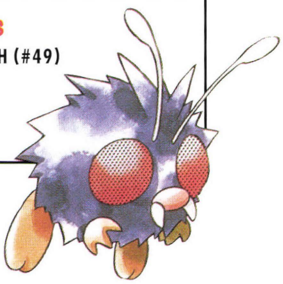
POKéMON that has a long tongue.

### #48 VENONAT TYPE: BUG/POISON

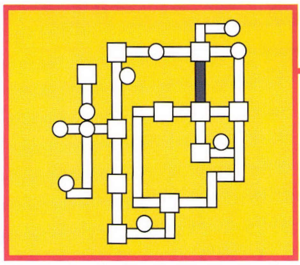
Venonat is not a powerhouse Pokémon, but as a Bug-and-Poison-type, it does well with attacks that poison or put to sleep other Pokémon. You can use the Pokémon to really bug other Trainers.

**LEVEL 31 #49 VENOMOTH BUG/PSN**

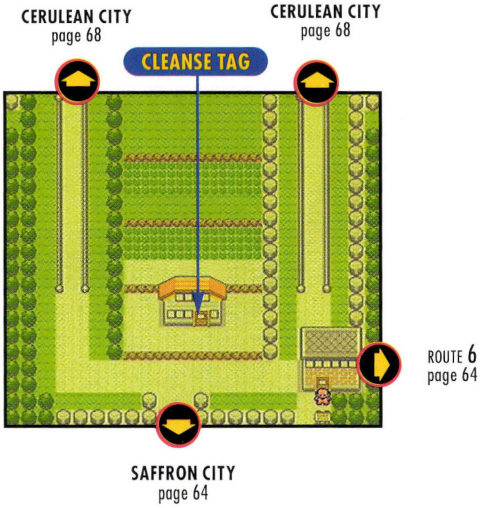
| Attacks | HMs |
|---|---|
| POISON POWDER<br>STUN SPORE<br>SLEEP POWDER<br>PSYCHIC | FLASH (#49) |

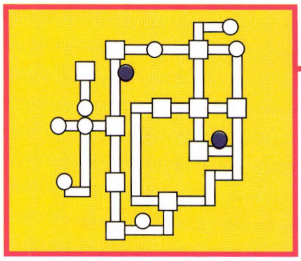


# Route 5



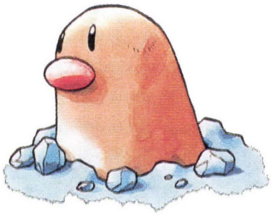
Head south from Cerulean City on Route 5 to reach the house in the center of the route. The old woman in the house will give you Cleanse Tag, which will keep wild Pokémon away from you.

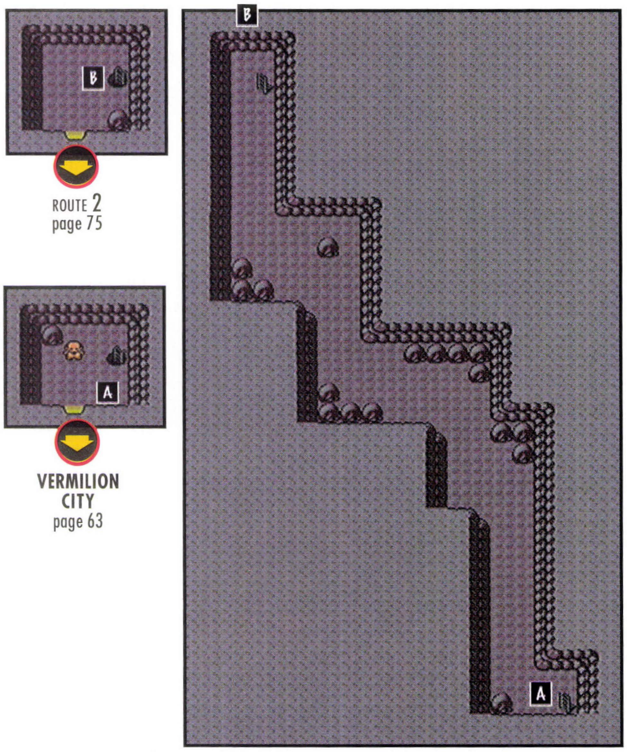


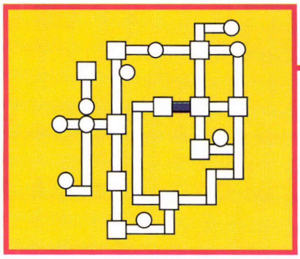


# Diglett's Cave

Diglett's Cave couldn't be much simpler. It's basically a way to get from Vermilion City to Route 2. You can catch Diglett in the cave, which is great. You won't be able to enter the cave until you wake up Snorlax.

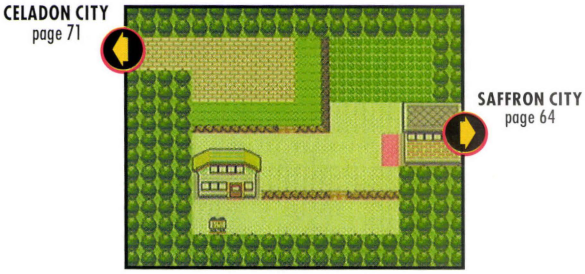






# Route 7

Route 7 is another supershort road that connects two cities—Celadon City and Saffron City. The building used to house an entrance to an Underground Path that led to Route 8, but it's been closed off because of unruly Trainers.

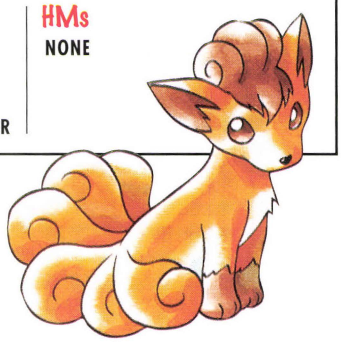


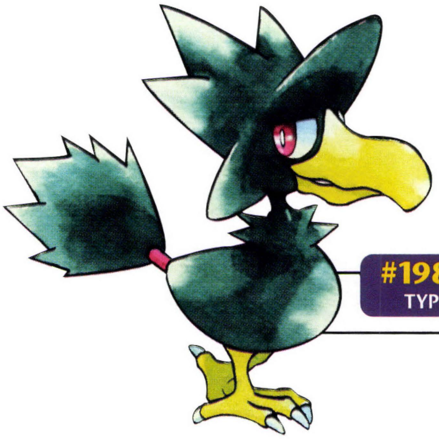
**#37 VULPIX** TYPE : FIRE

Vulpix is a firey little rascal that does better in battle when it has a few attacks that protect it and a few attacks that heat things up. Vulpix evolves into Ninetales with the help of a Fire Stone.

**FIRE STONE #38 NINETALES FIR**

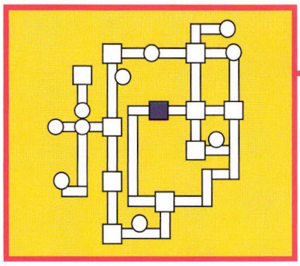
| Attacks | HMs |
|---|---|
| QUICK ATTACK | NONE |
| CONFUSE RAY | |
| SAFEGUARD | |
| FLAMETHROWER | |





**#198 MURKROW**
TYPE : DARK/FLYING

**#228 HOUNDOUR** TYPE : DARK/FIRE



# Celadon City

Like Goldenrod City in Johto, Celadon City is a very large place, featuring a department store and a game arcade. Celadon Mansion is home to GAME FREAK, the creators of the Pokémon games. Stop in and talk to them for some interesting conversation.

## POKéMON MART

| **2nd Floor-1** | |
|---|---|
| POKé BALL | 200 |
| GREAT BALL | 600 |
| ULTRA BALL | 1,200 |
| ESCAPE ROPE | 550 |
| FULL HEAL | 600 |
| ANTIDOTE | 100 |
| BURN HEAL | 250 |
| ICE HEAL | 250 |
| AWAKENING | 250 |
| PARALYZE HEAL | 200 |

| **2nd Floor-2** | |
|---|---|
| POTION | 300 |
| SUPER POTION | 700 |
| HYPER POTION | 1,200 |
| MAX POTION | 2,500 |
| REVIVE | 1,500 |
| SUPER REPEL | 500 |
| MAX REPEL | 700 |

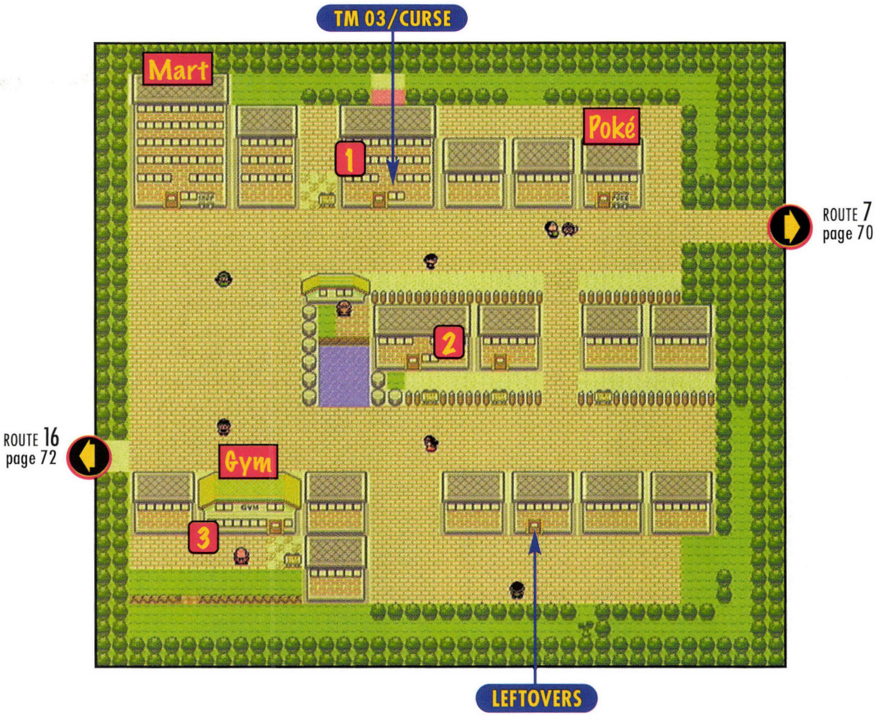
| **4th Floor** | |
|---|---|
| POKé DOLL | 1,000 |
| LOVELY MAIL | 50 |
| SURF MAIL | 50 |

| **5th Floor-1** | |
|---|---|
| X ACCURACY | 950 |
| GUARD SPEC. | 700 |
| DIRE HIT | 650 |
| X ATTACK | 500 |
| X DEFEND | 550 |
| X SPEED | 350 |
| X SPECIAL | 350 |

| **5th Floor-2** | |
|---|---|
| HP UP | 9,800 |
| PROTEIN | 9,800 |
| IRON | 9,800 |
| CARBOS | 9,800 |
| CALCIUM | 9,800 |

| **3rd Floor** | |
|---|---|
| TM 10/HIDDEN POWER | 3,000 |
| TM 11/SUNNY DAY | 2,000 |
| TM 17/PROTECT | 3,000 |
| TM 18/RAIN DANCE | 2,000 |
| TM 37/SAND STORM | 2,000 |

| **6th Floor** | |
|---|---|
| FRESH WATER | 200 |
| SODA POP | 300 |
| LEMONADE | 350 |



They're having an eat-a-thon in the restaurant, but you can't enter. Check the area around the garbage can for Leftovers, which restore HP to Pokémon in battle.

## 1 GAME FREAK TM 03/CURSE

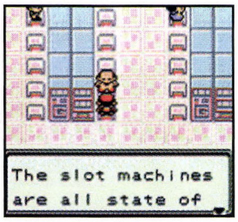
The fine people who created Pokémon are working in Celadon Mansion. You can talk to the Programmer, the Game Designer, the Graphic Artist and another fellow who keeps his job title to himself. Wait until dark, then take the path behind the mansion to reach the fourth floor and talk to the man inside. He will tell you a scary story about a bicycle, then he will give you TM 03, Curse.

I'm the GAME DESIGNER!

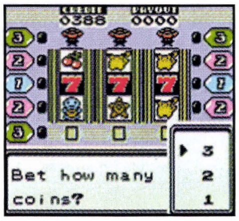
## 2 TAKE A CHANCE COIN x18

Talk to everyone inside the Game Corner—one man will give you 18 coins to take your chances with. The Game Corner has slot machines similar to the machines in Goldenrod City and good prizes for those lucky enough to win big.

| **PRIZE** | |
|---|---|
| TM 32/DOUBLE TEAM | 1,500 |
| TM 29/PSYCHIC | 3,500 |
| TM 15/HYPER BEAM | 7,500 |
| #122 MR. MIME | 3,333 |
| #133 EEVEE | 6,666 |
| #137 PORYGON | 9,999 |



The slot machines are all state of

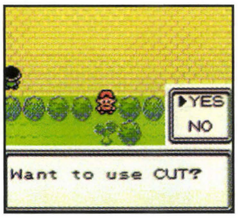


Bet how many coins?

▸ 3
2
1

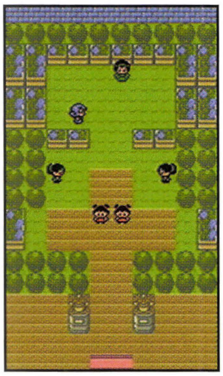
## 3 CELADON CITY GYM

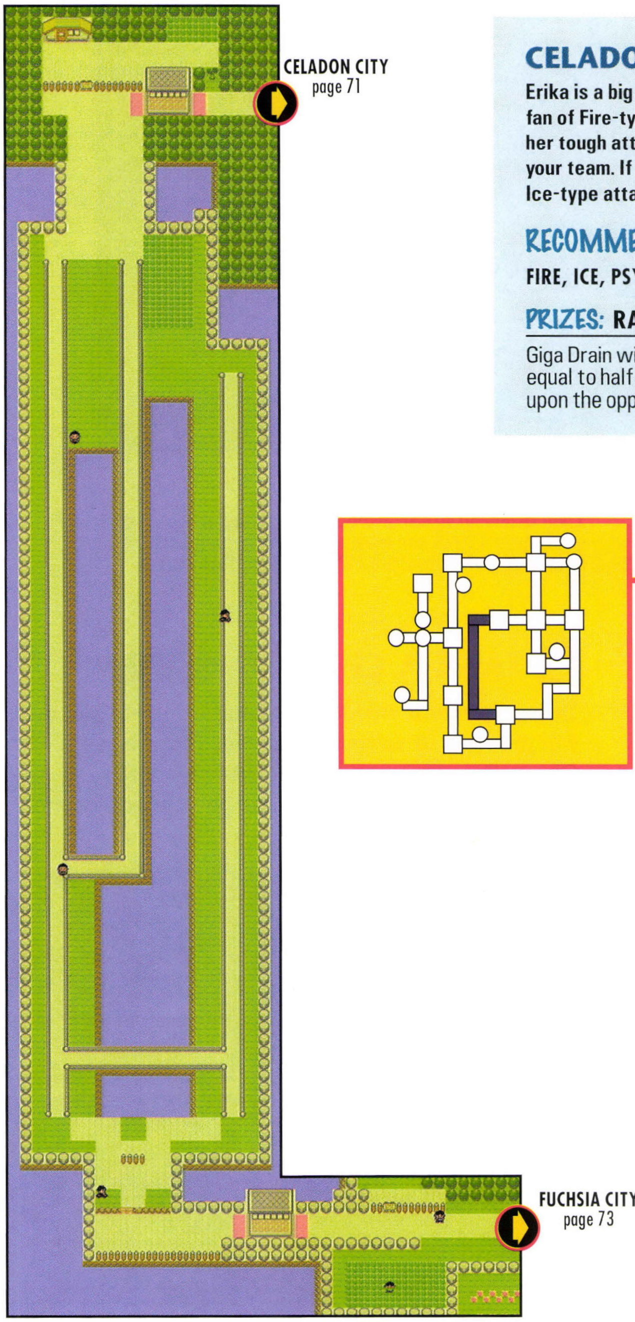
Make sure you have a Pokémon with you that can use cut, so you can eliminate the single obstacle blocking the way to Celadon City's Gym. Inside the Gym, you might run into some of Erika's followers, but, like their Leader, they're using mostly Grass-type Pokémon. They won't give you much trouble, because you're already carrying a Fire-type and an Ice-type to deal with Erika. Heal your Pokémon before facing Erika if necessary.

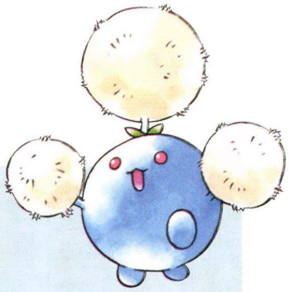


▶YES
NO

Want to use CUT?







### CELADON CITY GYM LEADER: ERIKA

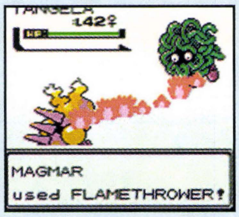
**Erika is a big fan of Grass-types, which means you should be a big fan of Fire-types and Ice-types when you battle her. Watch out for her tough attacks, like Solarbeam, which could put the hurt on your team. If you attack quickly with your most powerful Fire- or Ice-type attacks, you'll do very well.**

**RECOMMENDED POKéMON TYPES:**

**FIRE, ICE, PSYCHIC**

**PRIZES: RAINBOW BADGE/TM 19 (GIGA DRAIN)**

Giga Drain will give your attacking Pokémon a boost in HP equal to half the amount of damage the attack inflicts upon the opposing Pokémon.



TANGELA
:L42♀
HP

MAGMAR
used FLAMETHROWER!

# Routes 16, 17 & 18

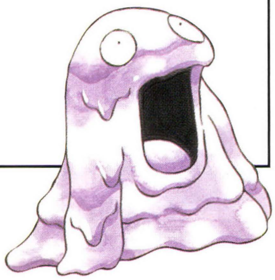
Route 16 is short and leads to Route 17, which is a Bike Path. Once you start going downhill, you will keep going, even if you stop pushing Down on the Control Pad. You can stop to fish, but otherwise you have to move up or down the hill constantly. Route 18 is not downhill, so you can stop wherever you want to.

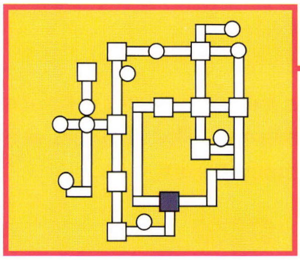
**#88 GRIMER** TYPE : POISON

Grimer and Muk seem to be two slithering blobs of toxic sludge, and their Poison-type does nothing to dispel that image. The two poisonous pals have quite a bit of HP on their sides, and Muk in particular has fabulous attack

| LEVEL 38 | #89 | MUK | PSN |
|---|---|---|---|

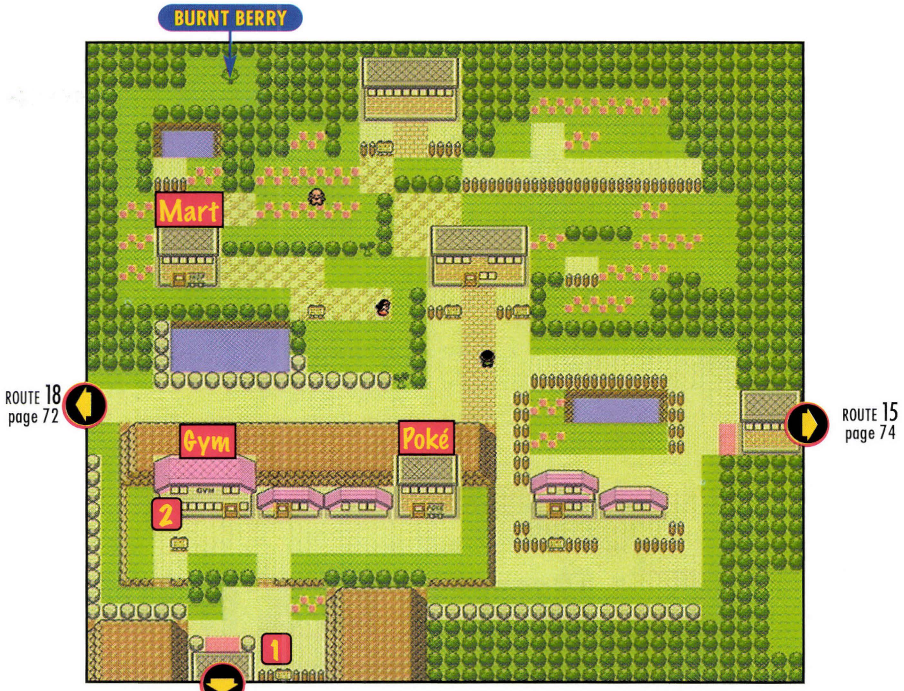
| Attacks | HMs |
|---|---|
| SLUDGE<br>MINIMIZE<br>ACID ARMOR<br>SLUDGE BOMB | NONE |





# Fuchsia City

Fuchsia City has seen some changes since the first Pokémon games. The Safari Zone is closed because the director is traveling abroad. Koga, the former Gym Leader, is now part of the Elite Four. There's also some construction going on in the city, which will keep you from Cinnabar Island for a short time.



He decided to go on a vacation and

The world-famous Safari Zone is closed, because its director has gone on a much-needed vacation. He won't be back.

## 1 ROAD CLOSING

You can't take the road to Route 19 as you might like, so if you want to get to Cinnabar Island, you'll have to go around the other way, through Pallet Town. The construction will be completed when you reach Cinnabar from the other direction.

Sorry. This road is closed for

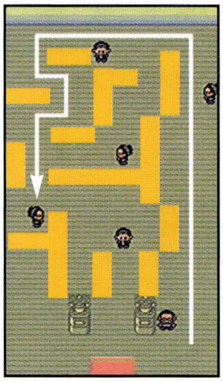
## 2 FUCHSIA CITY GYM

Koga's daughter, Janine, is the new Fuchsia City Gym Leader. She has taught her Trainers well in the art of disguise, and each one of them appears to be Janine when you meet them. When the battle starts, however, you will see that it's not Janine you're fighting.

Fooled you! Hahaha!

### POKéMON MART

| | |
|---|---|
| GREAT BALL | 600 |
| ULTRA BALL | 1,200 |
| SUPER POTION | 700 |
| HYPER POTION | 1,200 |
| FULL HEAL | 600 |
| MAX REPEL | 700 |
| FLOWER MAIL | 50 |



Follow the arrow's path to find the true leader of Fuchsia City's Gym. You will find it hard to walk around the Gym—there are tiny, almost invisible walls that force you into the paths of many of the Trainers.

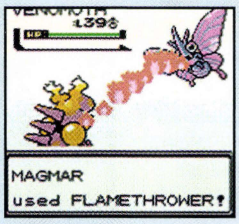
### FUCHSIA CITY GYM LEADER: JANINE

Janine prefers Poison-type Pokémon, so you should protect yourself with Psychic-, Ground-, and Fire-type Pokémon. In addition to the Soul Badge, Janine will give you the poison-friendly TM 06, Toxic, when you beat her.

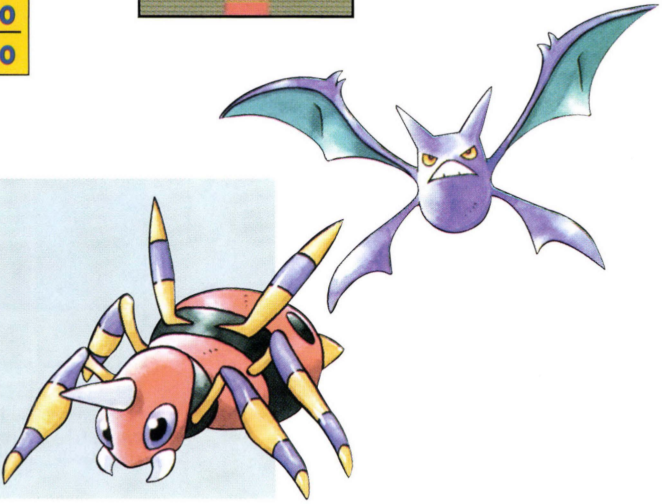
**RECOMMENDED POKéMON TYPES:**

PSYCHIC, GROUND, FIRE

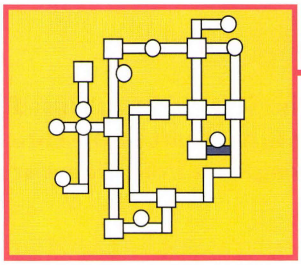
**PRIZES:** SOUL BADGE/TM 06 (TOXIC)



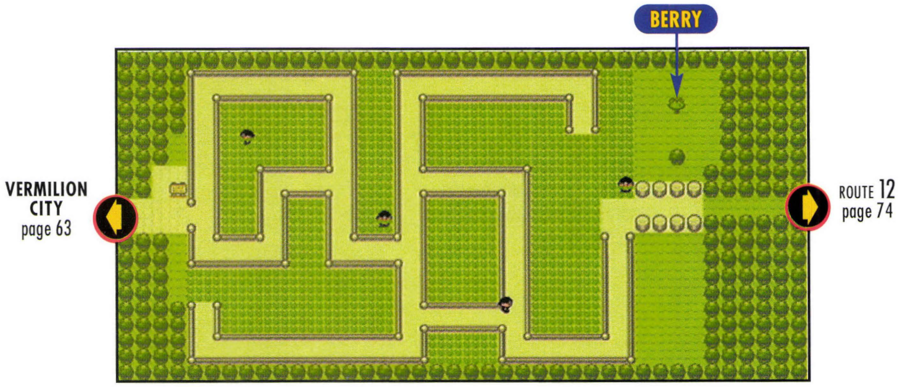
MAGMAR used FLAMETHROWER!



# Route 11



After you've cleared Snorlax out of the way in Vermilion City, you can take Route 11 to Route 12. There are a few Trainers to battle and lots of tall grass full of Pokémon. The Trainers are using Flying-, Grass- or Fire-type Pokémon, so be prepared to battle those types.

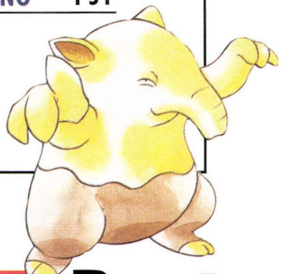


## #46 DROWZEE TYPE: PSYCHIC

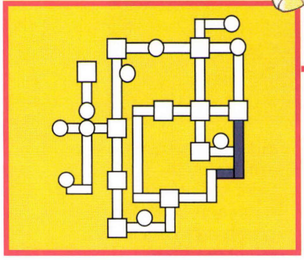
The sleepy little Psychic-type, Drowzee, evolves into the entrancing Hypno at level 26. The two creatures can't go wrong with the attack that seems custom-built for them, Hypnosis. Psychic is also perfectly suited to any Psychic-type.

**LEVEL 26 #97 HYPNO PSY**

| Attacks | HMs |
|---|---|
| HYPNOSIS | NONE |
| HEADBUTT | |
| MEDITATE | |
| PSYCHIC | |



# Route 12 & Route 13



If you're in the mood for Trainer battles, Routes 12 and 13 are definitely the places to be. There are many Trainers ready to do battle with you along the routes, and they have a great variety of Pokémon types—take a well-balanced team on your trip!

## #113 CHANSEY TYPE: NORMAL

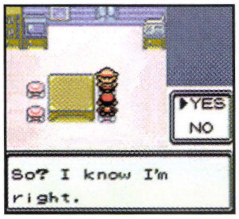
The large and in charge Normal-type, Chansey, is a very versatile creature, capable of learning an astonishing number of attacks from TMs and HMs. The pear-shaped pink one has a new evolution, Blissey, in Gold and Silver but Chansey won't evolve if it's not very attached to its Trainer.

**SEE PG.92 #242 BLISSEY NRM**

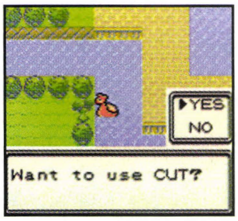
| Attacks | HMs |
|---|---|
| SOFTBOILED | NONE |
| EGG BOMB | |
| LIGHT SCREEN | |
| DOUBLE-EDGE | |

### 1 TAKE THE BAIT SUPER ROD

If you talk to the man in the cabin about fishing, he will give you the Super Rod, which allows you to catch Water-type Pokémon at much higher levels in the rivers, lakes and seas you encounter on your journey.

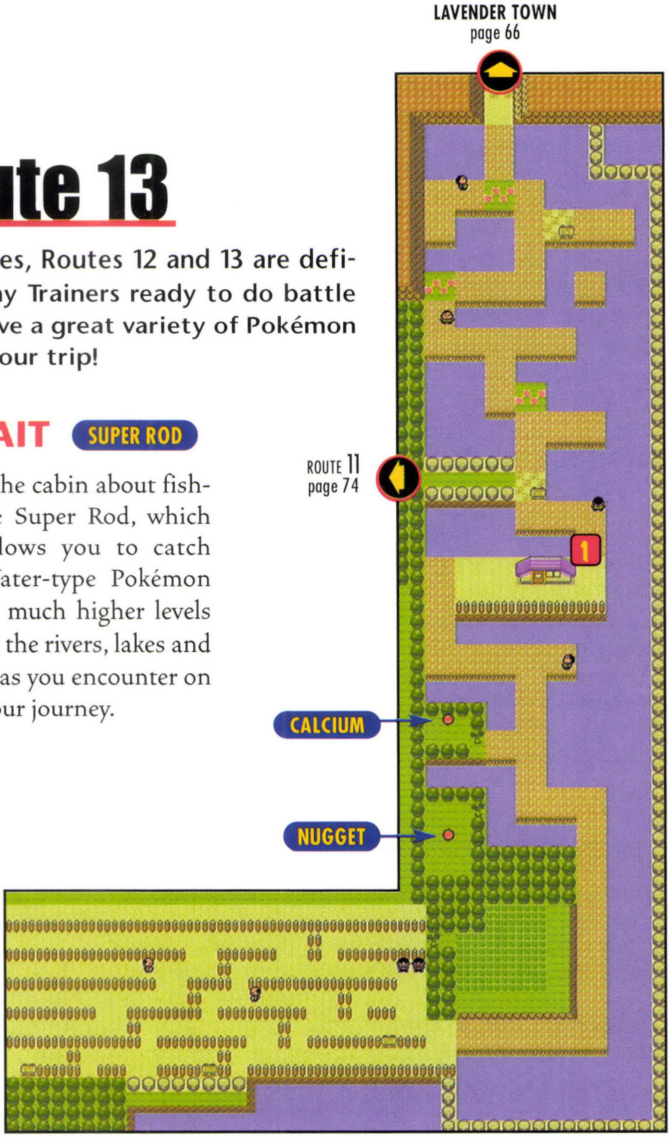


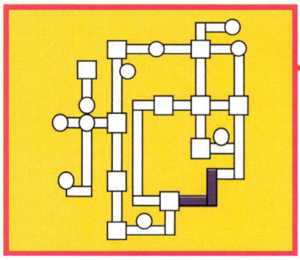
So? I know I'm right.



Want to use CUT?

Surf in the water off Route 12, then cut the tree and walk up to the item on the ground—Nugget!





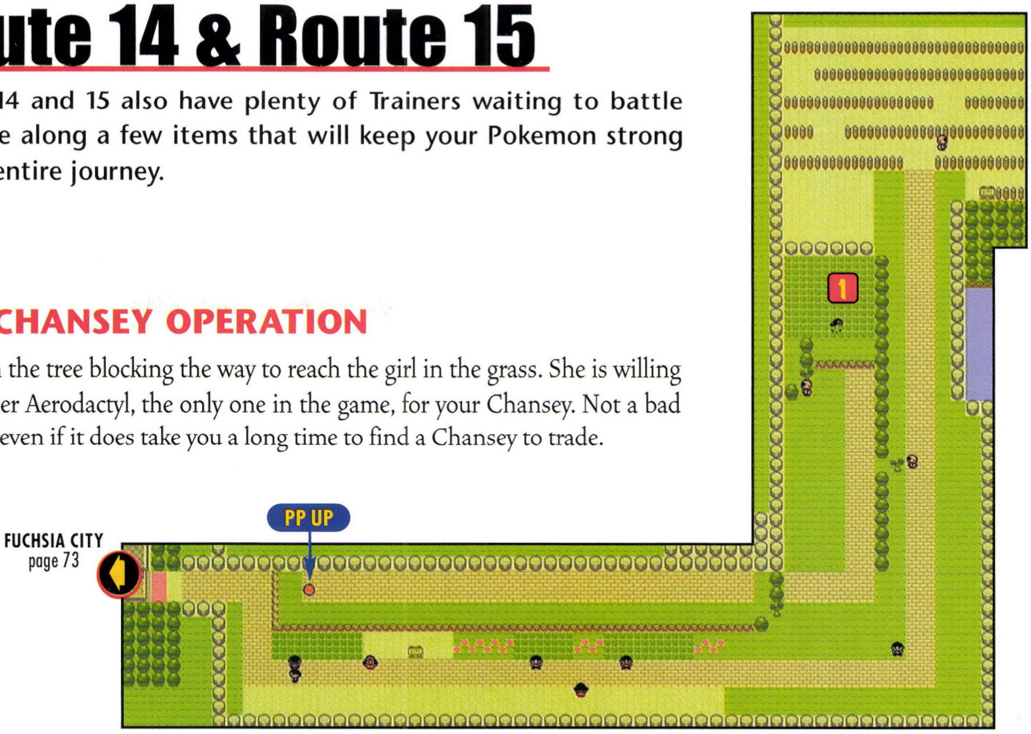
# Route 14 & Route 15

Routes 14 and 15 also have plenty of Trainers waiting to battle you. Take along a few items that will keep your Pokemon strong for the entire journey.

it. Do you have CHANSEY?

## 1 A CHANSEY OPERATION

Cut down the tree blocking the way to reach the girl in the grass. She is willing to trade her Aerodactyl, the only one in the game, for your Chansey. Not a bad trade-off, even if it does take you a long time to find a Chansey to trade.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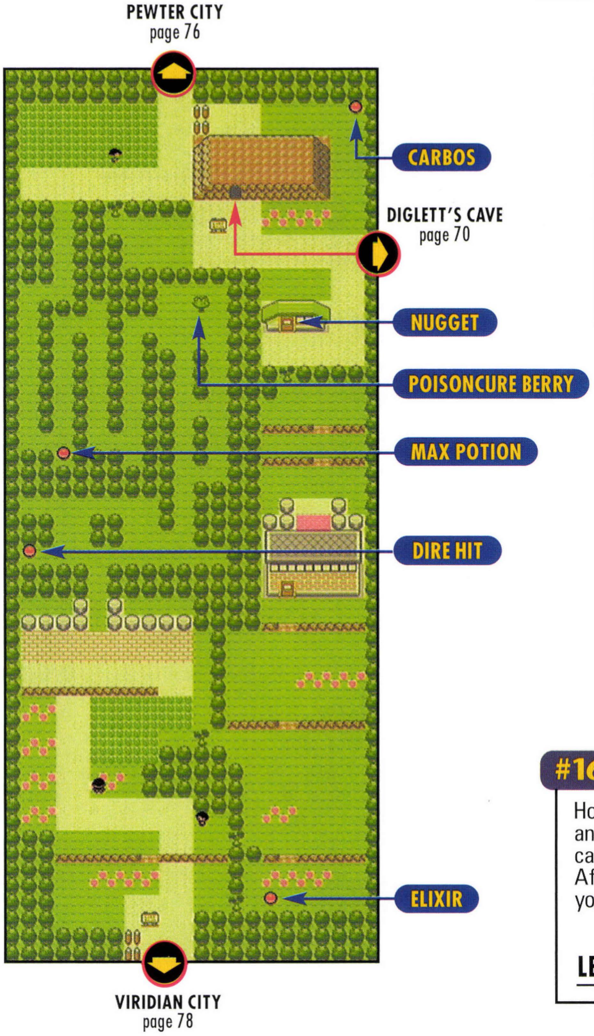
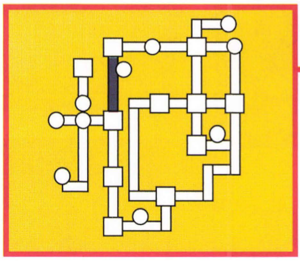
PP UP
FUCHSIA CITY
page 73


PEWTER CITY
page 76
CARBOS
DIGLETT'S CAVE
page 70
NUGGET
POISONCURE BERRY
MAX POTION
DIRE HIT
ELIXIR
VIRIDIAN CITY
page 78



# Route 2

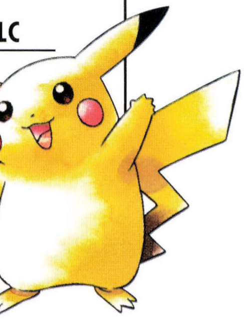
There are many trees along Route 2—if you want to see everything the route has to offer, you'd better bring a Pokémon that knows Cut with you.

### #25 PIKACHU TYPE: ELECTRIC

Pikachu is astonishingly popular, and given its powerful Electric-type, it's not surprising. It was recently discovered that Pikachu is a Pokémon that has evolved already—if you'd like to meet Pikachu's predecessor, take two Pikachu to the Pokémon Daycare.

**THUNDER STONE #26 RAICHU ELC**

| Attacks | HMs |
|---|---|
| THUNDER WAVE | FLASH |
| QUICK ATTACK | |
| THUNDERBOLT | |
| THUNDER | |

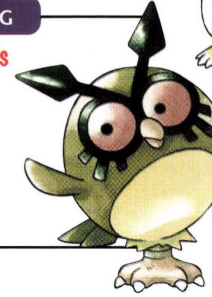


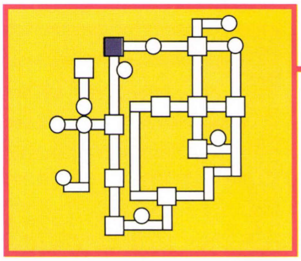
### #163 HOOTHOOT TYPE : NORMAL/FLYING

Hoothoot is a night owl, and you won't be able to catch it during the day. After 6 p.m., however, you can catch one.

| Attacks | HMs |
|---|---|
| FORESIGHT | FLY |
| HYPNOSIS | |
| TAKE DOWN | |
| DREAM EATER | |

**LEVEL 20 #164 NOCTOWL NRM/FLY**



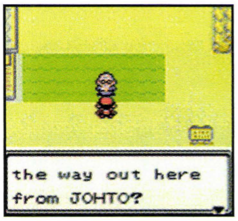


# Pewter City

Pewter City has the item you need to find whichever Legendary Bird you haven't caught yet—Ho-oh in Silver, or Lugia in Gold. Brock, the Gym Leader who prefers Rock-type Pokémon, lives in Pewter City.

## 1 WINGING IT

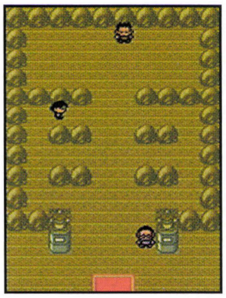
You can finally pick up either the Rainbow Wing (Silver) or the Silver Wing (Gold) in Pewter City. Talk to the old man, to get the Wing he found while training in Johto a long time ago. After you get one of the Wings, head to the Tin Tower (Silver) to catch Ho-oh or Whirl Island (Gold) to catch Lugia.

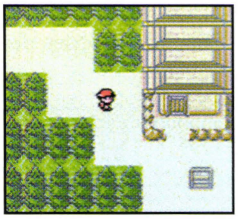


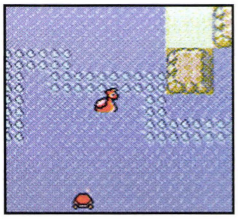
the way out here
from JOHTO?

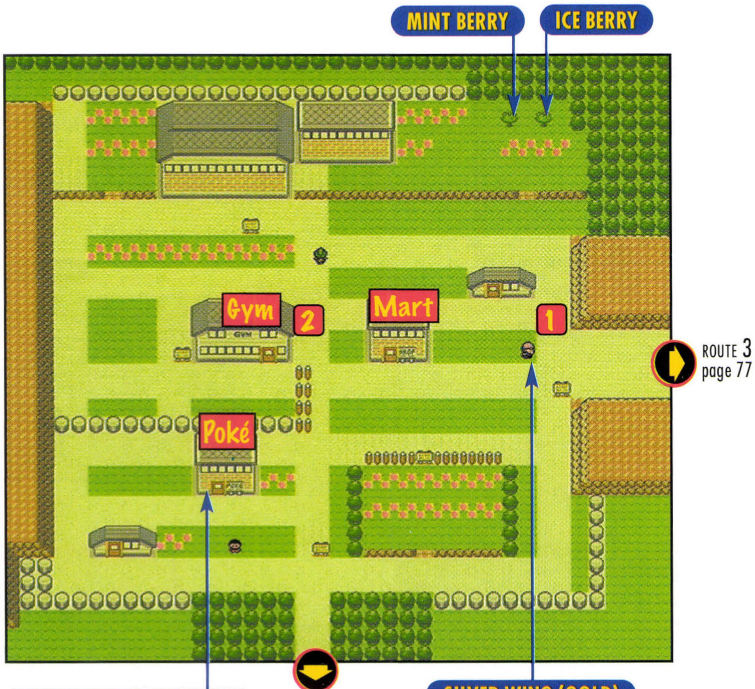
## 2 PEWTER CITY GYM

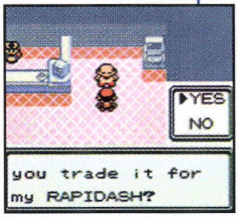
Brock and his single Trainer use mostly Rock- and Ground-type Pokémon. There are no surprises in the Gym, but there are stone-cold Pokémon battles.





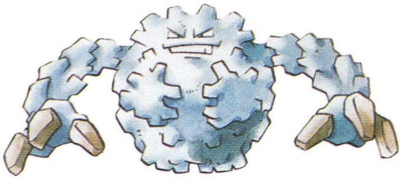


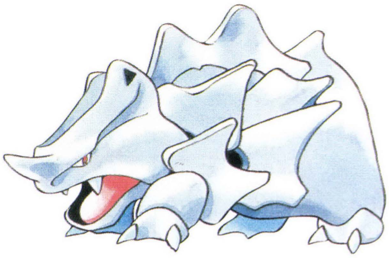




you trade it for
my RAPIDASH?

If you have a Gloom, you can trade it to the man in the Pokémon Center for a Rapidash.



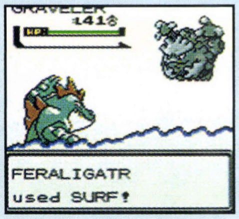


### POKéMON MART

| | |
|---|---|
| GREAT BALL | 600 |
| SUPER POTION | 700 |
| SUPER REPEL | 500 |
| ANTIDOTE | 100 |
| PARALYZE HEAL | 200 |
| AWAKENING | 250 |
| BURN HEAL | 250 |

## PEWTER CITY GYM LEADER: BROCK

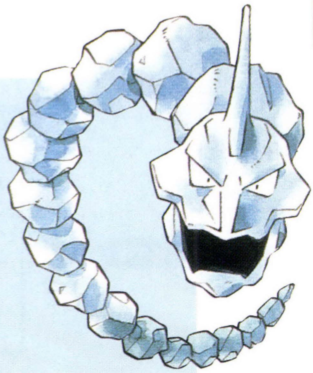
The battle against Brock will be easy if you take along a good Water-type Pokémon or two and a Grass-type Pokémon. Brock's Pokémon are very tough, but your Water-types should sail right through the battle.

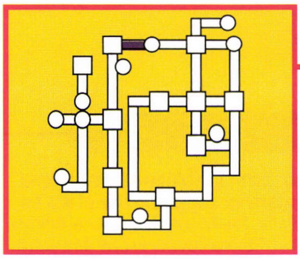


FERALIGATR
used SURF!

**RECOMMENDED POKéMON TYPES:**
WATER, GRASS

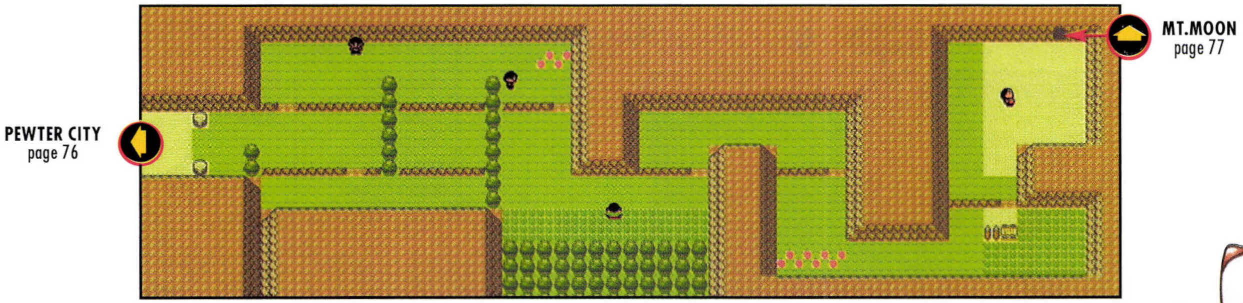
**PRIZE:** BOULDER BADGE

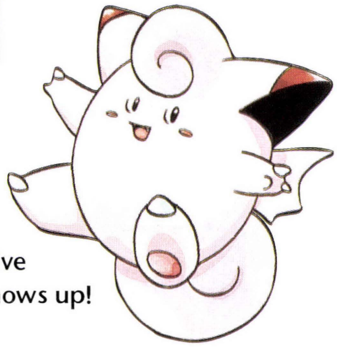


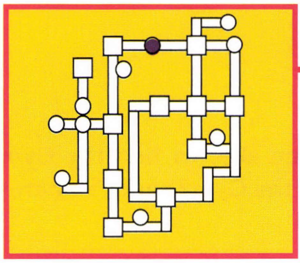


# Route 3

Route 3 leads to Mt. Moon, where your Rival is waiting, ready to battle. You'll run into a handful of Trainers with Flying-, Poison- or Fire-type Pokémon, so you might want to backtrack to Pewter City before continuing on to Mt. Moon.





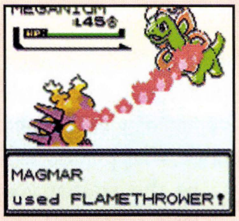


# Mt. Moon

Situated directly between Routes 3 and 4, Mt. Moon is a small but important part of Kanto. It's the only place you can catch the elusive Clefairy, but you might have to stick around all night before one shows up!

## RIVAL! BATTLE 5

When you enter Mt. Moon, your Rival will immediately come up to you and challenge you to a battle. His Pokémon haven't changed from the last time you saw him, but every one of his creatures is over Level 40. Try to have several Pokémon over Level 40 as well.



MEGANIUM
:L45

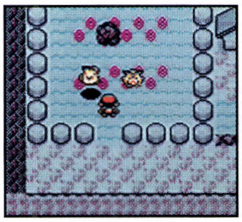
MAGMAR
used FLAMETHROWER!

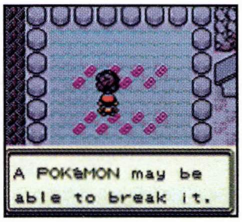
**RECOMMENDED POKéMON TYPES:**

**FIRE, GROUND, PSYCHIC**

## 1 CLEFAIRY'S DANCE

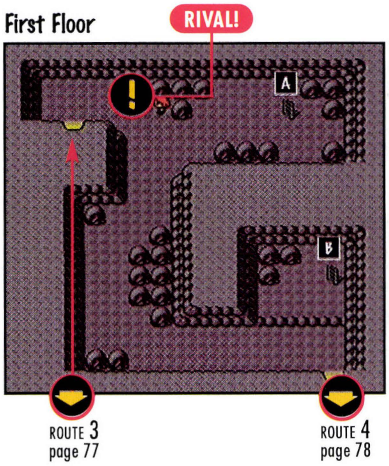
Every Monday night, Clefairy does a pretty little dance in the square. Pay attention to the rock it dances around—if you break it immediately with Rock Smash, you could find something really cool! If you don't have Pokémon with Rock Smash at the time you won't be able to return to pick it up.

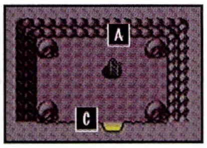


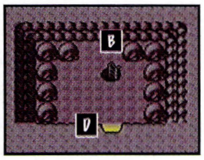


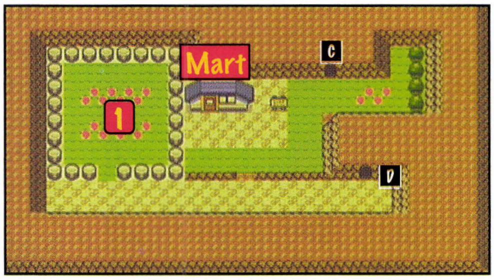
A POKéMON may be able to break it.

First Floor





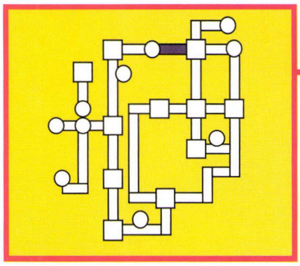




The Pokémon Mart at Mt. Moon has several items that are regularly sold in department stores only, like Lemonade and Poké Dolls. It also sells a new kind of stationery, Portrait Mail.

## POKéMON MART

| | |
|---|---|
| POKé DOLL | 1,000 |
| FRESH WATER | 200 |
| SODA POP | 300 |
| LEMONADE | 350 |
| REPEL | 350 |
| PORTRAIT MAIL | 50 |



# Route 4

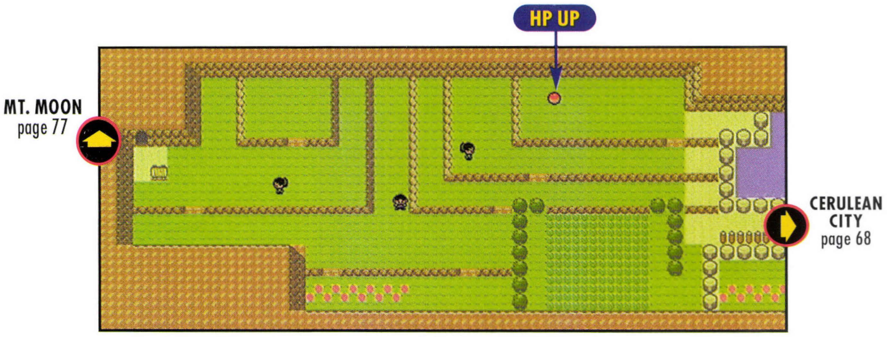
Route 4 is a sort of one-way street—you can go from Mt. Moon to Cerulean City, but you can't do the opposite because of the small cliffs that make up the route. Only a few Trainers will challenge you on Route 4.

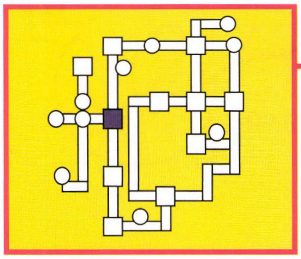
### #39 JIGGLYPUFF TYPE: NORMAL

Jigglypuff evolves with the Moon Stone, making it a perfect candidate for capture in one of Kurt's specialty Poké Balls, the Moon Ball. Take a Yellow Apricorn to Kurt in Azalea Town—in one day you'll have the perfect ball to capture Jigglypuff!

**MOON STONE #40 WIGGLYTUFF NRM**

| Attacks | HMs |
|---|---|
| SING | NONE |
| ROLLOUT | |
| REST | |
| BODY SLAM | |



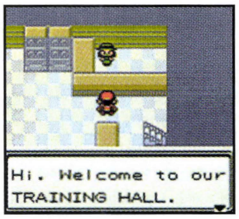


# Viridian City

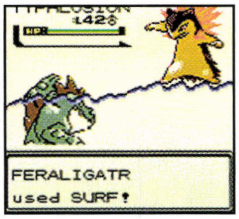
The first time you wander up to Viridian City, you probably won't be able to find the Gym Leader, Blue. Talk to everyone in the city to learn that there's a clue to the Gym Leader's whereabouts on Cinnabar Island.

## 1 A BATTLE A DAY

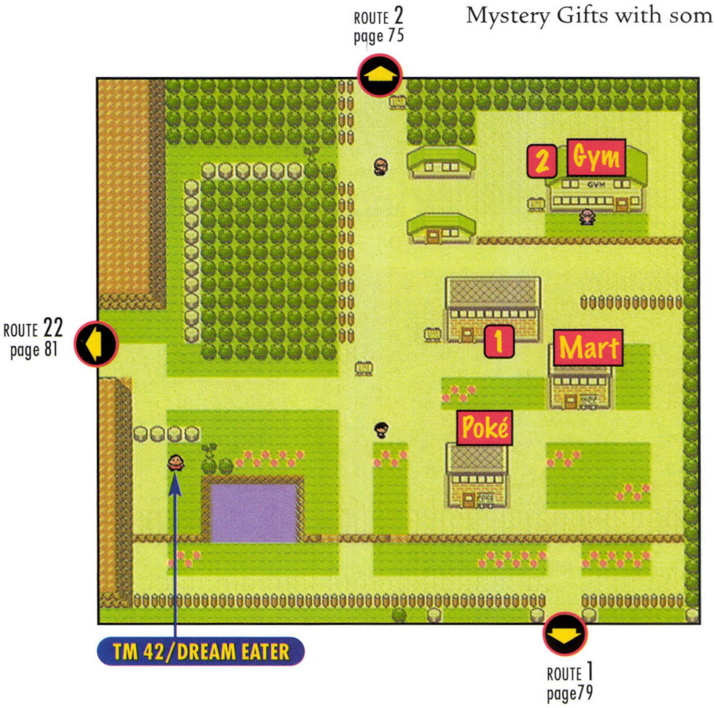
The Trainer House in Viridian City is a good place to train. You can participate in a battle there once a day. If you've recently exchanged Mystery Gifts with someone, that person will be the Trainer you face in the Trainer House. Otherwise, you'll battle a Trainer that has three Level-50 Pokémon: Meganium, Typhlosion and Feraligatr. You can fight only one battle a day, so make it count!



Hi. Welcome to our TRAINING HALL.



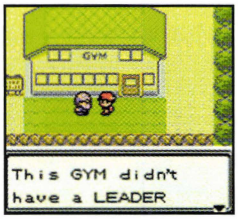
FERALIGATR used SURF!



## 2 VIRIDIAN CITY GYM

You won't see anybody inside the Viridian City Gym the first time you pass through. You have to head up to Route 1, across Pallet Town and down to Cinnabar Island, where you'll find Blue.

**Later: After you've made it to Cinnabar Island and talked to Blue, he will head back to Viridian City Gym so you can fight him. He is a formidable opponent—make sure your Pokémon are battle-ready before you challenge him.**



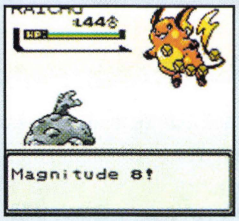
This GYM didn't have a LEADER

## VIRIDIAN CITY GYM LEADER: BLUE

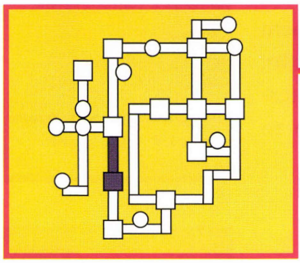
Blue has a terrific team of Pokémon covering many different types. Bring along a team with several Pokémon at or above Level 50, or you might not make it through the battle. Use basic type matching to defeat Blue's team.

**RECOMMENDED POKéMON TYPES:**
DARK, ELECTRIC, FIRE, GROUND, WATER

**PRIZE: EARTH BADGE**

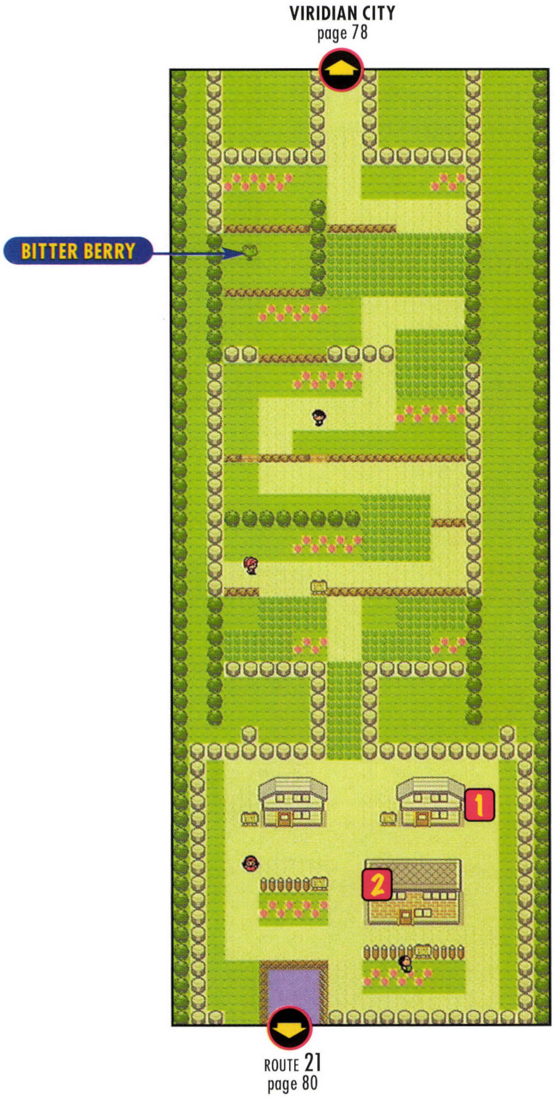


Magnitude 8!



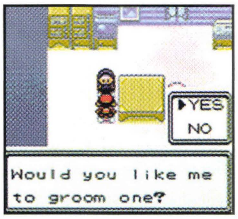
# Pallet Town & Route 1

The current Pokémon Champ, Red, is from Pallet Town, as is Blue and his grandfather, Professor Oak. Red is off on a trip, so you won't be able to challenge him just yet. You can visit Professor Oak in his lab, if you'd like.

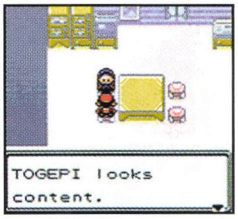


## 1 HOUSE OF BLUE'S

Blue, Viridian City's Gym Leader, is from Pallet Town, and his sister still lives there. If you visit Blue's House from 3 p.m. to 4 p.m., Blue's sister will groom one of your Pokémon. Pokémon love being taken care of and prettied up, and if you groom them often, they will become more attached to you. You have to visit the house at that specific time, however, or Blue's sister won't work on your Pokémon. You can have only one Pokémon groomed per day.



Would you like me to groom one?

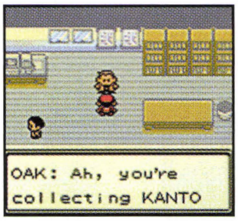


TOGEPI looks content.

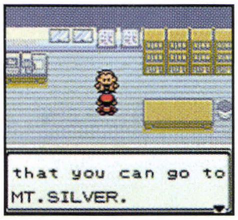
## 2 THE PROFESSOR IS IN

Visit Professor Oak's lab to touch base with the Pokémon professional. You can show him your Pokédex and get his evaluation of it on the spot. Professor Oak is interested to learn that you are collecting Kanto Badges. He asks you to return once you've collected all eight of the badges.

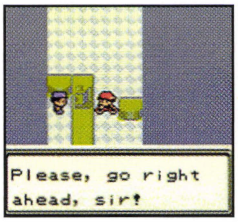
**Later: Return to the Professor's lab after you've collected all eight Kanto Badges. Professor Oak will grant you permission to enter Mt. Silver through the Pokémon League reception gate on Route 26. That's just what you need—a new area to explore!**



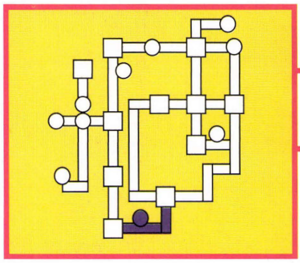
OAK: Ah, you're collecting KANTO



that you can go to MT.SILVER.



Please, go right ahead, sir!



# Cinnabar Island, Seafoam Island, Route 19, Route 20 & Route 21

A volcano eruption has devastated Cinnabar Island, leaving little standing save the Pokémon Center. Even the Gym was destroyed! The Gym Leader, Blaine, moved the Cinnabar Island Gym to Seafoam Island, which is nearby. If you want the badge, you'll have to keep going.

## 1 BLUE AWAY

You'll meet up with Blue on Cinnabar Island. He's come to check out the damage caused by the lava, and it's clear that he feels a bit depressed about all of the destruction. He will return to Viridian City Gym after talking to you. Don't take off after him—head to Seafoam instead.

Well, it's plain to see that you're

## 2 CINNABAR/SEAFOAM GYM

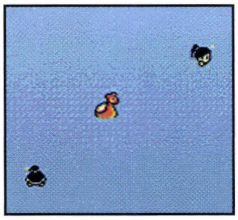
Blaine moved the Cinnabar Island Gym to Seafoam Island after the volcano erupted. Surf to Seafoam Island to find Blaine in the cavelike Gym. Afterward, you can Surf across Routes 19 and 20 to Fuchsia City.

... Huh? It's over already?

## 3 THE ROAD LESS TRAVELED

When you visited Fuchsia City earlier, you couldn't get to Cinnabar Island because of construction work. After you approach the road from the Cinnabar side, the work will be completed and you'll be able to go back and forth between Fuchsia City and Cinnabar Island.

The roadwork is finally finished.



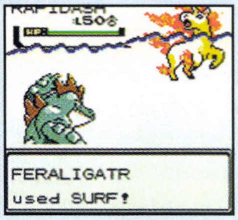
### SEAFOAM ISLAND GYM LEADER: BLAINE

Blaine uses mainly Fire-type Pokémon, so a combination of Water-, Ground- and Rock-types will easily extinguish Blaine's flames. Blaine is a crafty Trainer, and he might surprise you with some of his attacks.

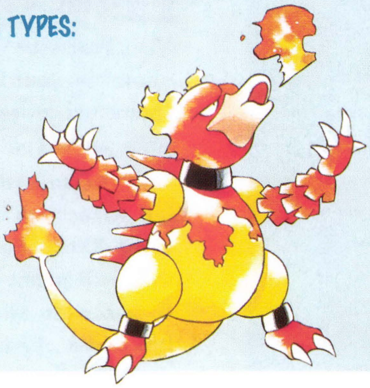
**RECOMMENDED POKéMON TYPES:**

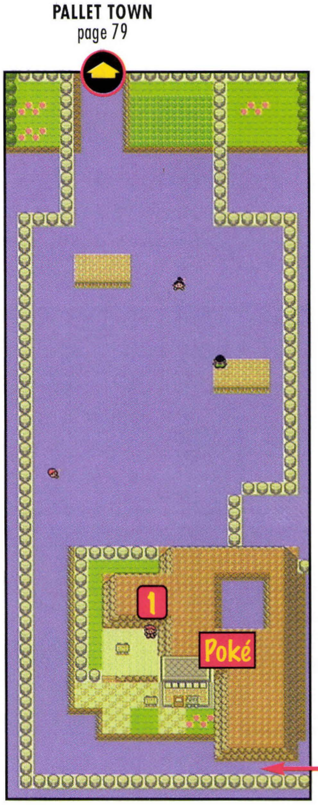
**WATER, GROUND, ROCK**

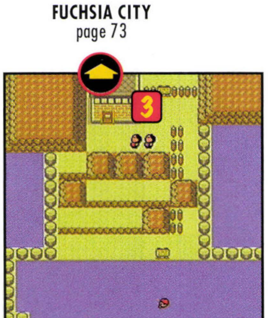
**PRIZE: VOLCANO BADGE**

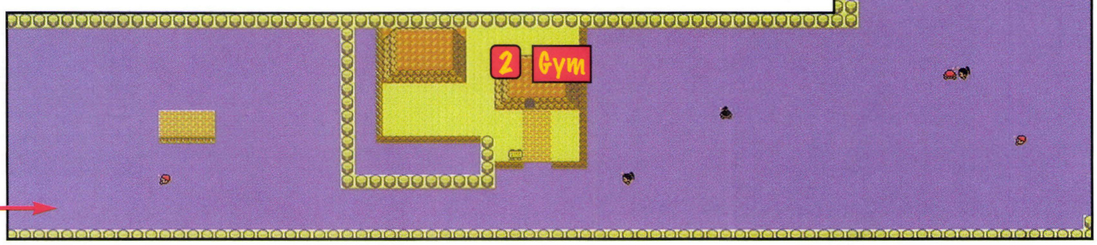


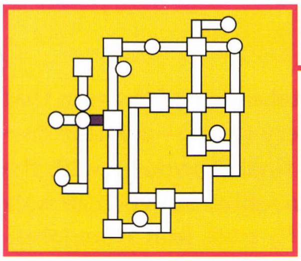
FERALIGATR used SURF!





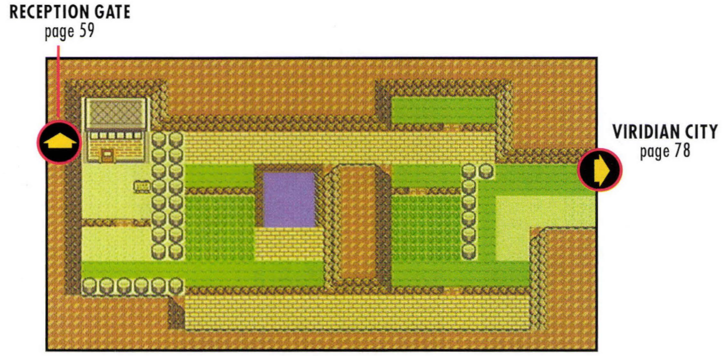






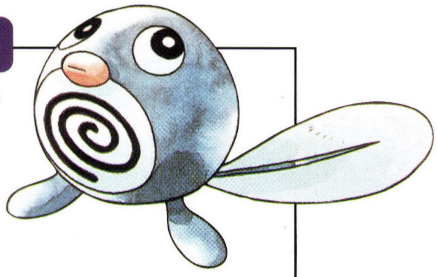
# Route 22

Route 22 leads you back to the Pokémon League Reception Gate you passed through earlier on your way to battle the Elite Four. If you talk to Professor Oak after you have all eight Kanto Badges, the person who was blocking the way to Mt. Silver will be gone.



### #60 POLIWAG

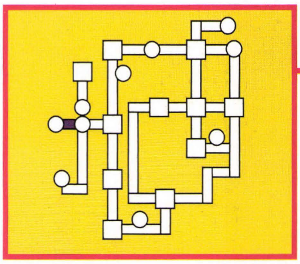
TYPE : WATER



The smallest Pokémon with the swirls on its tummy is Poliwag, a creature reminiscent of a polywog. Polywogs grow up to be frogs and toads. Could Poliwag have a similar future?

| | | |
|---|---|---|
| **LEVEL 25** | **#61 POLIWHIRL** | **WTR** |
| **WATER STONE** | **#62 POLIWRATH** | **WTR/FTG** |
| **SEE PG.90** | **#186 POLITOED** | **WTR** |

| Attacks | HMs |
|---|---|
| HYPNOSIS | WHIRLPOOL |
| BODY SLAM (#60, #61) | WATERFALL |
| BELLY DRUM (#60, #61) | STRENGTH (#61, #62) |
| SUBMISSION (#62) | |



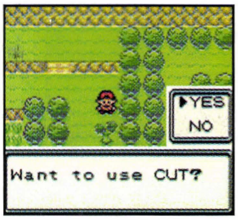
# Route 28

Route 28 takes you to Mt. Silver. It is a fairly long road that is not densely populated by Trainers, but it is well-populated with plenty of wild Pokémon in the tall grass. Take a rest at the Pokémon Center before heading up to Mt. Silver.

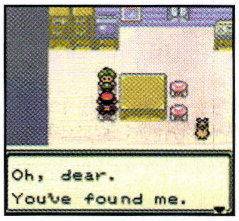
## 1 THE FAMOUS RECLUSE

**TM 47/STEEL WING**

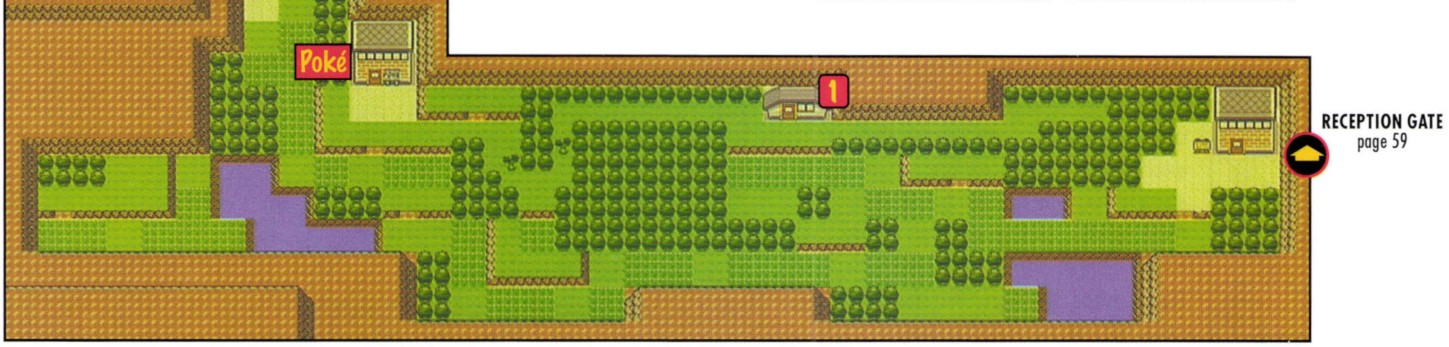
The woman in the only house on Route 28 is living out in the middle of nowhere to get away from her fans. She will be very surprised to see you, and she'll generously offer you TM 47, Steel Wing. You should probably leave her alone after you get the TM.

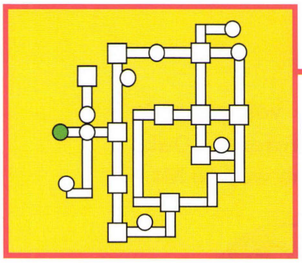


Want to use CUT?



Oh, dear.
You've found me.

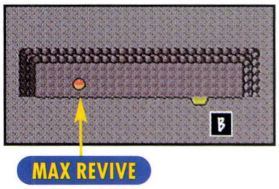




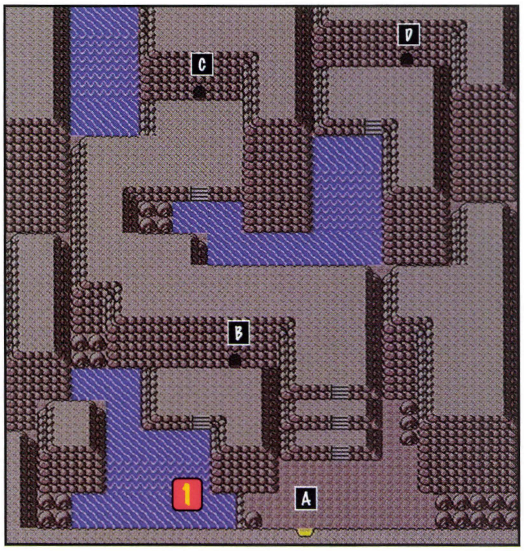
# Mt. Silver

If you want to explore the entire interior of Mt. Silver, you'll need to take along Pokémon that know Flash, Surf and Waterfall. The Pokémon inside the mountain are very strong—if you're having trouble with the wild Pokémon, you're definitely not ready for the final showdown with the person waiting at Mt. Silver's summit. Train hard! Mt. Silver is actually in Johto, but you can walk up to it only from Kanto. After you've visited Mt. Silver once, you can fly back to it from Johto.

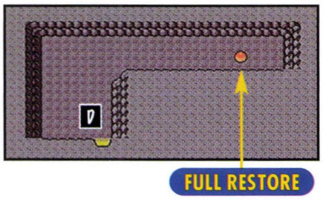
Second Floor Room 1



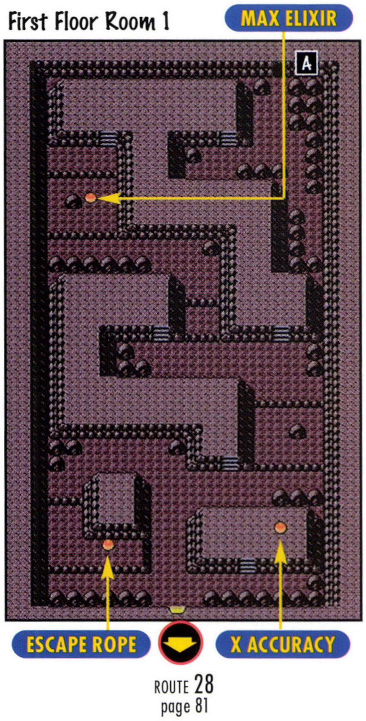
First Floor & Second Floor



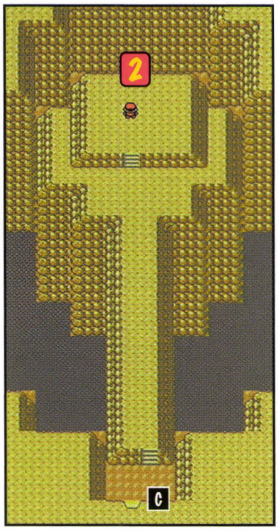
Second Floor Room 2



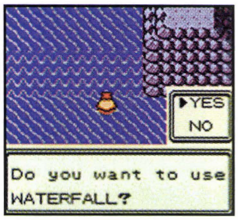
First Floor Room 1



Second Floor Room 3



## 1 CHASING WATERFALLS



▶YES
NO

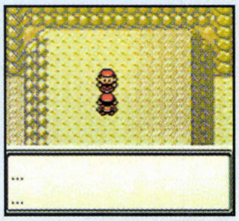
Do you want to use WATERFALL?

There are several places inside Mt. Silver where the only way to progress is to splash up a waterfall. The Pokémon that you've taught Waterfall need not be a hard-battling creature—you're going to need six strong Pokémon to defeat Red, but you don't need Waterfall to reach Red.

## 2 THE CHAMP

On top of Mt. Silver, you will meet the best Trainer in the land—Red. He is by far the strongest opponent you will face in Pokémon Gold and Silver, and you should not underestimate his powerful, excellently equipped team. You should try to attack his Pokémon with Pokémon-types that his Pokémon are weak against. It's a basic strategy, but in this case, it's the best way to go.

### FINAL BATTLE INSIDE MT. SILVER: RED



...
...

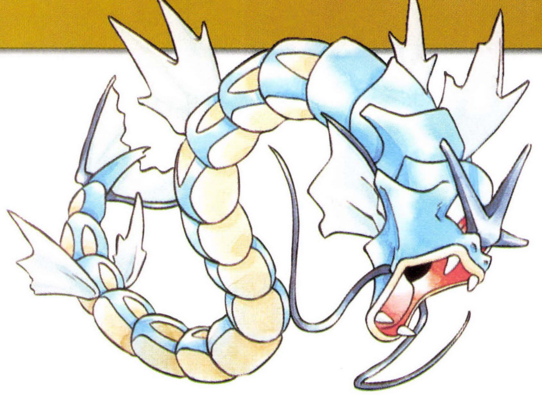
**The central character from Pokémon Red, Blue and Yellow, known in Gold and Silver as Red, is the game's toughest Trainer. His Pokémon are all Level-70 or higher, and many different Pokémon types are represented. Try to attack fast and hard—the longer the match drags on, the lower your chance of winning. Your Pokémon should be Level-50 or higher.**

**RECOMMENDED POKéMON TYPES:**

**DARK, ELECTRIC, FIGHTING, FIRE, GROUND, WATER**

# Data File

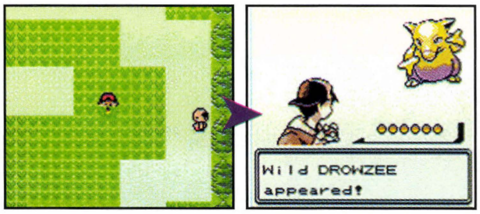
# Gotta Get 'Em All



There's nothing better than a full Pokédex, but to enjoy that you'll have to catch or collect the wily creatures. Some Pokémon live in the wild, and you can capture them using Poké Balls. Other Pokémon must be evolved, traded or hatched. The following pages describe how you can build the ultimate collection using all of the methods.

## WILD THINGS

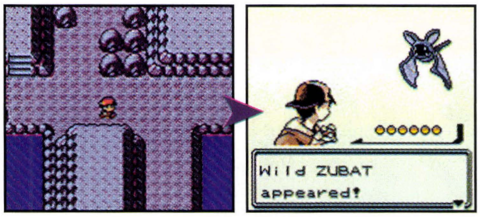
Most Pokémon live in the wild—in tall grass, trees, caves or water. If you know where to look, you can catch them using cunning and Poké Balls. The process begins when you enter one of the areas where Pokémon live and hide. Eventually, you'll flush one out and the battle will begin. If you see a Poké Ball symbol near the HP Meter of a wild Pokémon, it means that you already own one of those Pokémon.



Wild DROWZEE appeared!

### FIELD

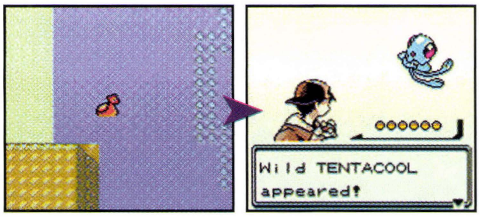
The most common area to find Pokémon is in tall grass. If you walk around in the grass for a while, you will eventually scare up a wild Pokémon. Each patch of grass is home to just a few sorts of Pokémon.



Wild ZUBAT appeared!

### CAVE

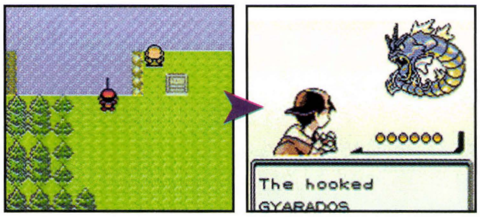
Caves are home to many Pokémon, such as Zubat and Geodude. If a cave is dark when you enter, use Flash to illuminate the path. You'll encounter the subterranean inhabitants as you walk around the cave.



Wild TENTACOOL appeared!

### SEA

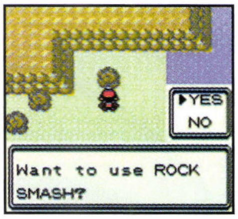
Once you have the Surf move and the Fog Badge from the Ecruteak City Gym, you can surf over bodies of water and find Water-type Pokémon of many varieties. Just surf back and forth until a Pokémon shows up.



The hooked GYARADOS

### FISHING

You can catch Water-type Pokémon without getting your feet wet if you use one of the fishing poles—the Old Rod, Good Rod or Super Rod. Cast your line into the water from any shore and wait for a bite.



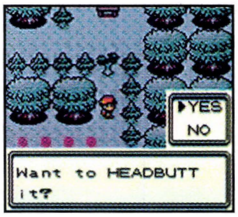
▶YES
NO

Want to use ROCK SMASH?

### ROCK (ROCK SMASH)

Pokémon even hide beneath some rocks. If you've earned the Rock Smash move, you can take a look under the smashable types of rocks. If a wild Pokémon is hiding there, it will attack you for disturbing its sleep.

### Tree (Headbutt)

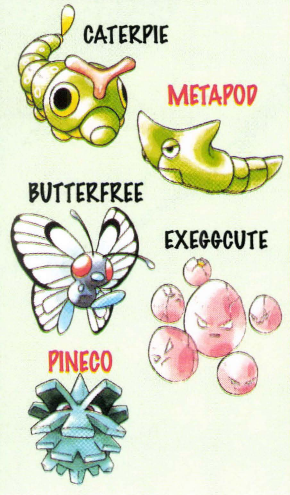
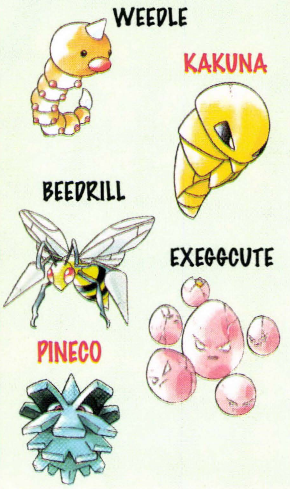
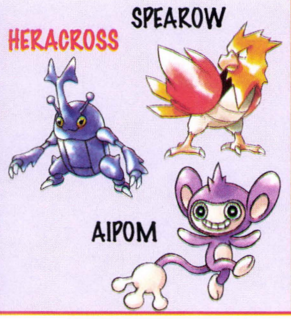
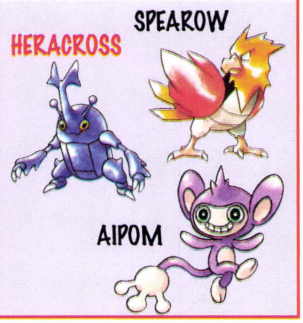


▶YES
NO

Want to HEADBUTT it?

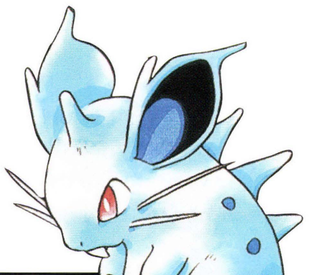
After earning the Headbutt move, you'll be able to ram trees to shake loose any Pokémon hiding there. They will be knocked to the ground where they'll attack. The chart below shows the different Pokémon that you are likely to find when you Headbutt trees in wooded or mountain areas.

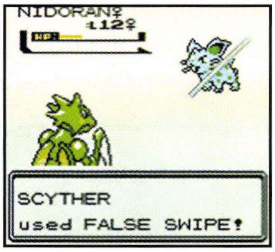
Pokémon indicated in red are relatively rare.
Pokémon indicated in black are relatively common.

| | GOLD | SILVER |
|---|---|---|
| WOOD AREA | <br>CATERPIE<br>METAPOD<br>BUTTERFREE<br>EXEGGCUTE<br>PINECO | <br>WEEDLE<br>KAKUNA<br>BEEDRILL<br>EXEGGCUTE<br>PINECO |
| MOUNTAIN AREA | <br>HERACROSS<br>SPEAROW<br>AIPOM | <br>HERACROSS<br>SPEAROW<br>AIPOM |

## BRING HOME THE POKéMON

Catching Pokémon isn't as easy as it may seem. First, you must encounter a wild Pokémon, and you must have a Poké Ball to throw at it. You don't want to face the wild Pokémon with an overly powerful Pokémon from your team because your Pokémon could easily overwhelm the less powerful, wild Pokémon with one attack. You need to be patient, and you may have to use several Poké Balls to accomplish the task. Specialized Poké Balls will help you catch some of the tougher Pokémon.

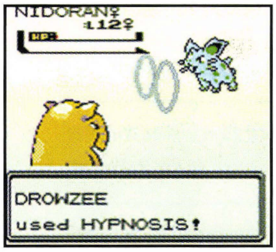




SCYTHER used FALSE SWIPE!

### 1. ATTACK

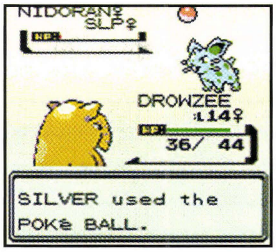
Your goal is to reduce the wild Pokémon's HP Meter as close to zero as possible without having it faint. Use your weaker attacks and attack with Pokémon that are not much more powerful than the wild Pokémon that you're fighting.



DROWZEE used HYPNOSIS!

### 2. INCAPACITATE

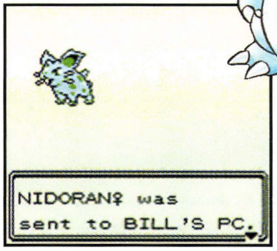
Use attacks that induce sleep or paralysis in the wild Pokémon so you can whittle away at its HP Meter without taking damage. Once a wild Pokémon is asleep or frozen, you can attack with a weak Pokémon, reducing your opponent's HP by small margins until it's just about ready to faint.



SILVER used the POKé BALL.

### 3. THROW A POKé BALL

When you've reduced the wild Pokémon's HP Meter as close to zero as possible, it's time to try to capture it with a Poké Ball. Choose a ball from the Poké Ball pocket of your pack. It will be thrown automatically, and in a few seconds you'll see if you've captured the Pokémon or if it managed to escape the attempt.



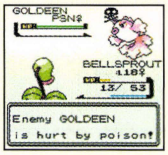
NIDORAN♀ was sent to BILL'S PC.

### 4. STORE IN BILL'S PC

If all goes well, you'll manage to capture the new Pokémon. But if you have six Pokémon on your team already, the new addition will be sent automatically to Bill's PC for storage. You can withdraw the new Pokémon when you access Bill's PC at any Pokémon Center.

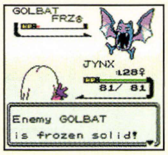
## CRITICAL CONDITIONS

**Incapacitating a Pokémon can make it easier to capture. Another trick is to use attacks such as Poison and Burn that slowly reduce HP. Their effects are continuous, so you'll have to throw your Poké Ball before the attack makes the Pokémon faint.**



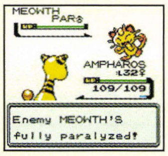
Enemy GOLDEEN is hurt by poison!

**POISON**



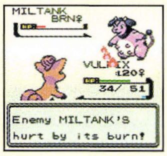
Enemy GOLBAT is frozen solid!

**FREEZE**



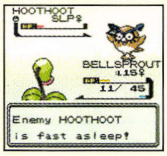
Enemy MEOWTH'S fully paralyzed!

**PARALYZE**



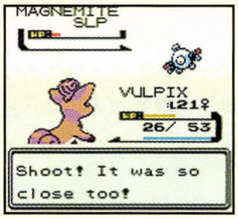
Enemy MILTANK'S hurt by its burn!

**BURN**



Enemy HOOTHOOT is fast asleep!

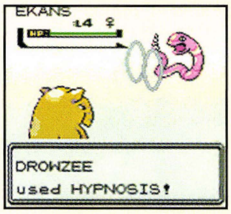
**SLEEP**



Shoot! It was so close too!

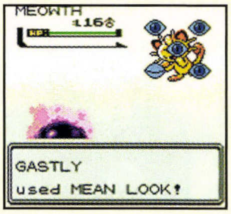
Putting a Pokémon to sleep gives you a chance to reduce its HP slowly. When you see red or yellow on the HP Meter, it's time to try throwing a Poké Ball.

**HYPNOSIS, SPORE:** Put those pesky wild Pokémon to sleep using attacks such as Hypnosis and Spore. If the attack is successful, the opponent won't fight back, at least for awhile. That is the time to use your weak attacks to chip away at the Pokémon's HP. The whole idea is to keep your opponent in the match, if just barely.



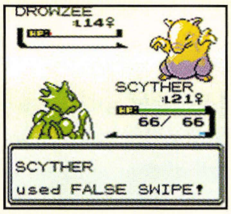
DROWZEE used HYPNOSIS!

**MEAN LOOK, SPIDER WEB:** Two special attacks—Mean Look and Spider Web—keep your opponent from running away. Although most commonly used in Trainer battles, the attacks will keep certain wild Pokémon from escaping, giving you a chance to capture them and add them to your growing collection. Always use the attacks at the beginning of the battle.



GASTLY used MEAN LOOK!

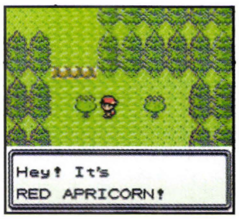
**FALSE SWIPE:** False Swipe is probably the single most useful attack that you can use if you're trying to capture wild Pokémon. If False Swipe is successful, it will reduce your opponent's HP to one with a single hit. At that point, the wild Pokémon is as susceptible to being captured as it will ever be. After using False Swipe, throw your Poké Ball and capture the Pokémon.



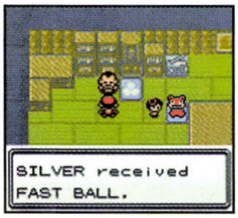
SCYTHER used FALSE SWIPE!

## ALL THE POKé BALLS

Poké Balls are used to capture and store Pokémon. In addition to the original types of Poké Balls, a huge assortement of specialized Poké Balls shows up in Pokémon Gold and Silver versions. The Poké Ball maker in Azalea Town makes them from different kinds of Apricorns.

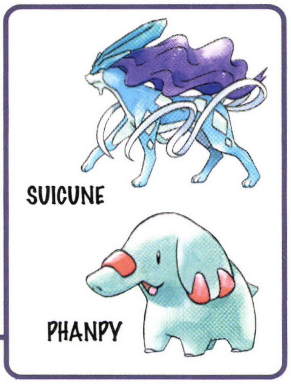


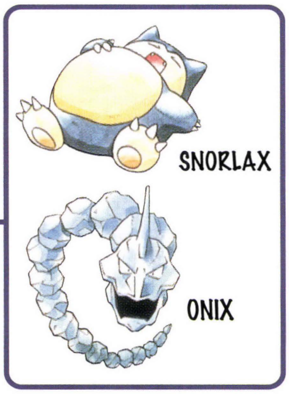
Hey! It's
RED APRICORN!

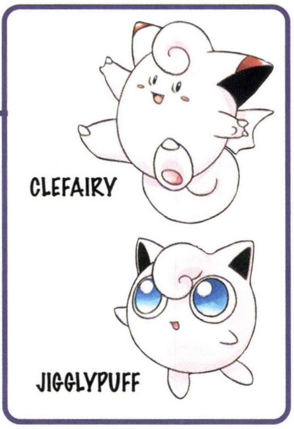


SILVER received
FAST BALL.

| | |
|---|---|
| **POKé BALL** | The most basic Poké Ball is still great for catching most Pokémon, particularly during the early stages of the game. Buy lots of them. |
| **GREAT BALL** | If you use a Great Ball rather than a regular Poké Ball, it will be a bit easier to catch Pokémon. One costs three times as much as the Poké Ball. |
| **ULTRA BALL** | It's even easier to catch Pokémon when you use the Ultra Ball, but it will set you back six times the amount of money as a regular Poké Ball. |
| **MASTER BALL** | You can't miss when you toss out a Master Ball. You'll find Master Balls in Goldenrod City and New Bark Town. You can't buy them. |
| **FAST BALL (White Apricorn)** | Pokémon that normally escape quickly from a battle won't have the chance if you throw a Fast Ball into the battle. |
| **LURE BALL (Blue Apricorn)** | If you have a Water-type Pokémon hooked on the line, use the Lure Ball to reel them in. Give a Blue Apricorn to Kurt in Azalea Town. |
| **LEVEL BALL (Red Apricorn)** | The lower the opponent's level is compared to the level of your Pokémon, the easier it will be to catch the wild Pokémon with the Level Ball. |
| **HEAVY BALL (Black Apricorn)** | Use the heavy-duty Heavy Ball to catch big, heavy Pokémon such as Snorlax or Onix. Regular Poké Balls just don't have the capacity. |
| **LOVE BALL (Pink Apricorn)** | If the gender of your Pokémon is opposite of that of the wild Pokémon you're fighting, the Love Ball will increase your chance for success. |
| **FRIEND BALL (Green Apricorn)** | Use the Friend Ball to capture Pokémon that you really like. If a Pokémon is captured by a Friend Ball, it will become quite attached to you. |
| **MOON BALL (Yellow Apricorn)** | It will be easier to capture any Pokémon that evolves with the Moon Stone, such as Jigglypuff and Clefairy, if you use the Moon Ball. |

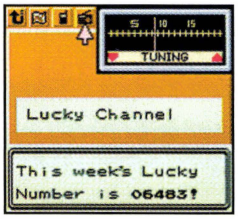






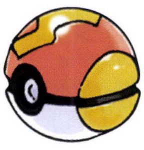
## LUCKY NUMBER

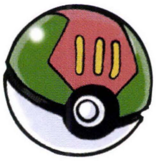
The radio station in Goldenrod City broadcasts the Lucky Number daily. If your Trainer Number for your Pokémon matches some or all of the numbers on the radio, you'll win prizes. If you match all the numbers, you'll win the special Master Ball. Return to see the Station Manager to claim your prize. The Pokémon with the matching number must be included in your current party of six Pokémon if you are to receive the prize.



Lucky Channel

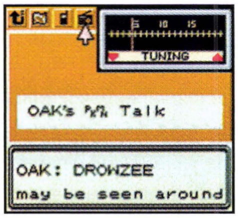
This week's Lucky
Number is 06483!





## OAK'S POKéMON TALK

Professor Oak's radio show gives Trainers hints about where they can find different varieties of Pokémon. Tune in from time to time with your Pokédex radio and listen to what the professor has to say about locations where you might want to look for wild Pokémon.

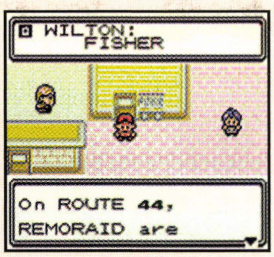


OAK's PKMN Talk

OAK: DROWZEE
may be seen around

## TRAINERS ON THE PHONE

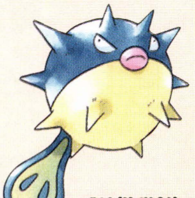
**During your adventure, you'll meet six specail Trainers who give you their phone numbers if you defeat them in battle. They'll ask if you want to share phone numbers. If you do share your number with a Trainer, he or she will call you periodically and give you hints about finding rare Pokémon, and after the call, they'll be much easier to find in the area. They'll also give you lots of information about common Pokémon, so many calls aren't very productive.**



WILTON:
FISHER

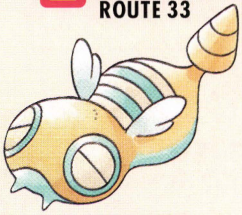
On ROUTE 44,
REMORAID are

**☎ FISHERMAN: RALPH**
**ROUTE 32**



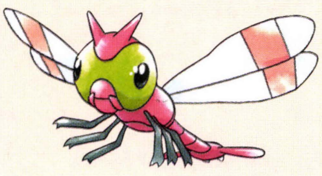
QWILFISH

**☎ HIKER: ANTHONY**
**ROUTE 33**



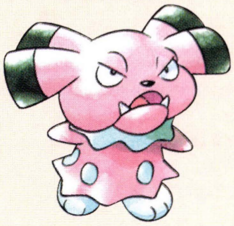
DUNSPARCE

**☎ BUG CATCHER: ARNIE**
**ROUTE 35**



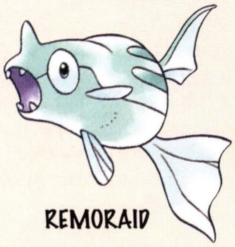
YANMA

**☎ SCHOOLBOY: CHAD**
**ROUTE 38**



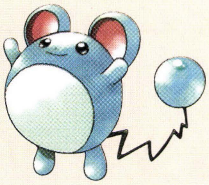
SNUBBULL

**☎ FISHERMAN: WILTON**
**ROUTE 44**



REMORAID

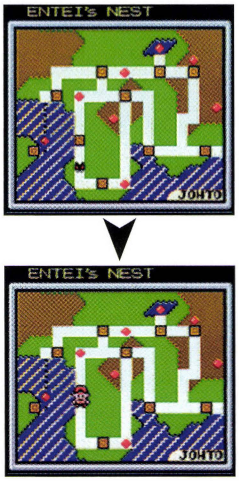
**☎ HIKER: PARRY**
**ROUTE 45**



MARILL

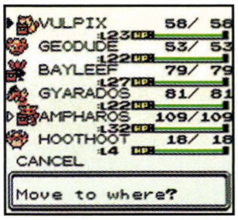
## POKéDEX LOCATION FINDER

Your Pokédex is full of useful information about the Pokémon you catch, but it also contains data on Pokémon that you've met in Trainer battles. If a Trainer uses a Pokémon during a battle, even if you don't own that Pokémon you'll be able to see where it lives in the wild on your Pokédex Location Finder Map. Pokémon that you encounter in the wild will show up in your Pokédex, as well, but your Pokédex Location Finder Map won't show you the locations of that variety of Pokémon in the wild. As for Pokémon that you've caught, you'll see all the nest locations on the Pokédex, which is useful if you want to catch another of that variety of Pokémon to trade or evolve.

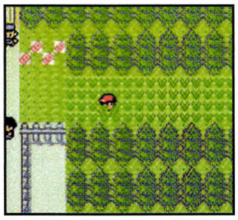


## REPELLING POKéMON

After you've caught a certain variety of Pokémon, you'll probably not want to battle it over and over. You can use the Repel item to keep wild Pokémon at bay for awhile. Use Repel when travelling through areas that you've visited previously, particularly if the wild Pokémon have low levels. You won't gain much experience by fighting them, and the time wasted could be spent more productively in an area with higher-level Pokémon.

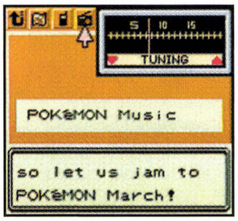


```
VULPIX      58/ 5
        :123 HP:
GEODUDE     53/ 5
        :122 HP:
BAYLEEF     79/ 7
        :127 HP:
GYARADOS    81/ 8
        :122 HP:
AMPHAROS  109/10
        :132 HP:
HOOTHOOT    18/ 1
        :14  HP:
CANCEL
Move to where?
```



## SOOTHING THE SAVAGE POKéMON

The Pokédex radio has another virtue beyond getting information about Pokémon locations. The music channels can either attract or repel certain types of Pokémon. If you play the radio in a wilderness area, it may draw Pokémon out of the grass or it may drive them away from you. You'll have to experiment with the different types of music in different locations to see the effect of the music on the many varieties of Pokémon.



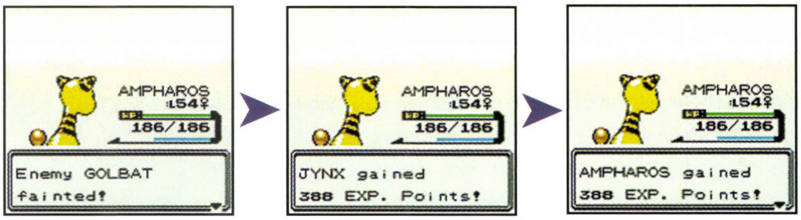
POKéMON Music

so let us jam to
POKéMON March!

# Building Levels

## EXPERIENCE WANTED

To develop your Pokémon, you must gain Experience Points in battle. A Pokémon's level determines the attacks and moves it can learn. It also determines if and when your Pokémon evolves. Even though you have to win battles to earn Experience Points, you don't have to win with each Pokémon to acquire those points. The following strategies will help you get the most experience for all of your Pokémon no matter which Pokémon you use.

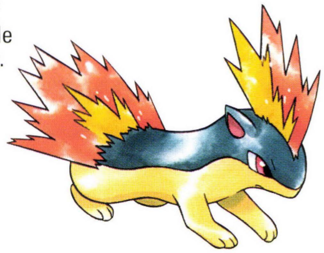


Enemy GOLBAT fainted!

JYNX gained 388 EXP. Points!

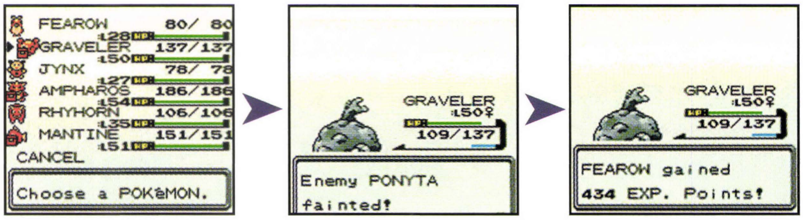
AMPHAROS gained 388 EXP. Points!

In the example shown, the Level-27 Jynx leads off and earns lots of experience even though the battle is won by its more powerful teammate, Ampharos.



## LEAD AND LEAVE

One of the best strategies for building levels quickly is to lead with a low-level Pokémon then switch it out for a stronger Pokémon before the battle begins. If the opponent is at a much higher level than your lead Pokémon, it will give you a lot of Experience Points even though the low-level Pokémon doesn't fight. Both of your Pokémon will share the Experience Points evenly.



FEAROW :L28 80/80
GRAVELER :L50 137/137
JYNX :L27 78/78
AMPHAROS :L54 186/186
RHYHORN :L35 106/106
MANTINE :L51 151/151
CANCEL

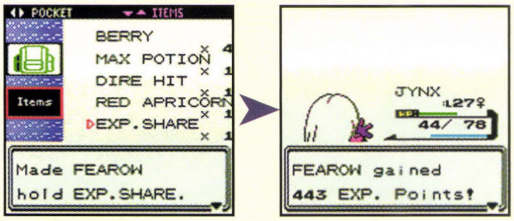
Choose a POKéMON.

Enemy PONYTA fainted!

FEAROW gained 434 EXP. Points!

## EXPERIENCE SHARE

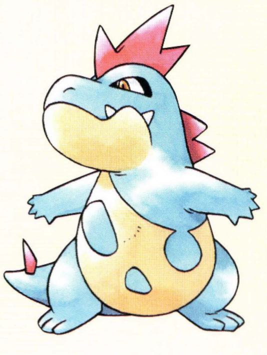
**The Experience Share item presents an even better way to build levels quickly. A Pokémon that holds Experience Share will gain a higher percentage of the experience than its teammates that don't have the item. The chart demonstrates how that works in a battle where 60 Experience Points are won. Normally, teammates share experience evenly. But a Pokémon with Experience Share can earn 50% of the points even if it never enters the battle.**



BERRY ×4
MAX POTION ×1
DIRE HIT ×1
RED APRICORN ×1
▶EXP.SHARE ×1

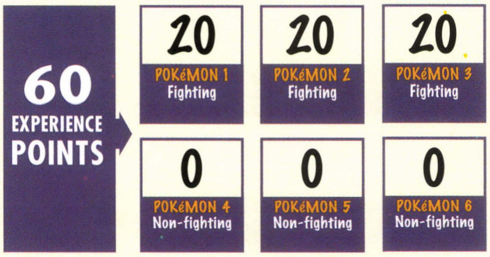
Made FEAROW hold EXP.SHARE.

FEAROW gained 443 EXP. Points!



BATTLE EXAMPLE 1:

### EXPERIENCE SHARE NOT USED



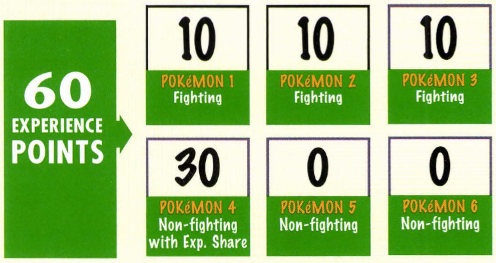
60 EXPERIENCE POINTS

| | | |
|---|---|---|
| 20<br>POKéMON 1<br>Fighting | 20<br>POKéMON 2<br>Fighting | 20<br>POKéMON 3<br>Fighting |
| 0<br>POKéMON 4<br>Non-fighting | 0<br>POKéMON 5<br>Non-fighting | 0<br>POKéMON 6<br>Non-fighting |

- Points are divided evenly among fighting Pokémon (60 ÷ 3 = 20).
- Non-fighting Pokémon get zero.

BATTLE EXAMPLE 2:

### EXPERIENCE SHARE USED (NON-FIGHTING)



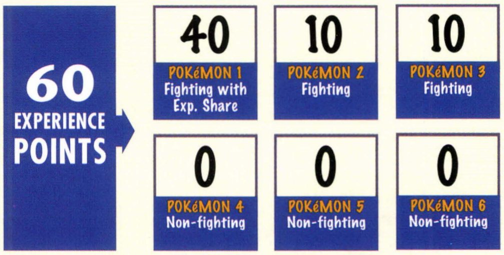
60 EXPERIENCE POINTS

| | | |
|---|---|---|
| 10<br>POKéMON 1<br>Fighting | 10<br>POKéMON 2<br>Fighting | 10<br>POKéMON 3<br>Fighting |
| 30<br>POKéMON 4<br>Non-fighting with Exp. Share | 0<br>POKéMON 5<br>Non-fighting | 0<br>POKéMON 6<br>Non-fighting |

- A non-fighting Pokémon with Experience Share gets half the points (60 ÷ 2 = 30).
- The remainder of the points are divided evenly among the fighting Pokémon (30 ÷ 3 = 10).
- Non-fighting Pokémon without Experience Share get zero.

BATTLE EXAMPLE 3:

### EXPERIENCE SHARE USED (FIGHTING)



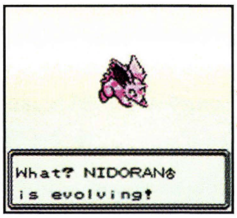
60 EXPERIENCE POINTS

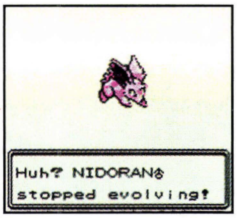
| | | |
|---|---|---|
| 40<br>POKéMON 1<br>Fighting with Exp. Share | 10<br>POKéMON 2<br>Fighting | 10<br>POKéMON 3<br>Fighting |
| 0<br>POKéMON 4<br>Non-fighting | 0<br>POKéMON 5<br>Non-fighting | 0<br>POKéMON 6<br>Non-fighting |

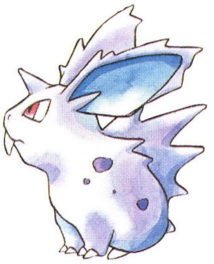
- A fighting Pokémon with Experience Share gets half of the points (30) plus one third of the remaining points (10) for a total of 40 points.
- The remaining points are divided evenly between the two other fighting Pokémon (20 ÷ 2 = 10).
- Non-fighting Pokémon get zero.

## STOP THE EVOLUTION!

When a Pokémon reaches a particular level, it may begin to evolve. If you don't want it to evolve into the next form, push and hold the B Button until a message appears saying that the Pokémon has stopped evolving.

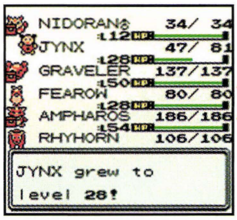

What? NIDORAN♂
is evolving!

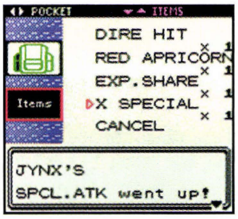

Huh? NIDORAN♂
stopped evolving!



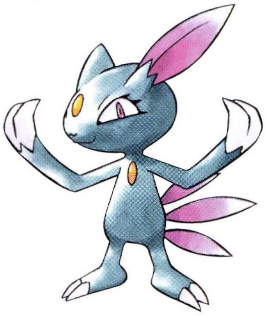
## POWER TO THE POKéMON

Trainers can use many items to strengthen their Pokémon in many ways. Some items will help Pokémon evolve faster while others may develop the Pokémon in one category such as Speed or Attack. For a full list of items and their effects, turn to page 110 and the Item List found there. In addition to a list of effects, you'll see where you can pick up the powerful items.


NIDORAN♂ 34/ 34 :L12
JYNX 47/ 81 :L28
GRAVELER 137/137 :L50
FEAROW 80/ 80 :L28
AMPHAROS 186/186 :L54
RHYHORN 106/106
JYNX grew to
level 28!

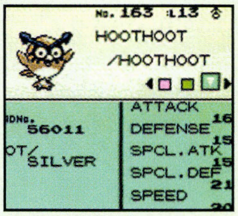


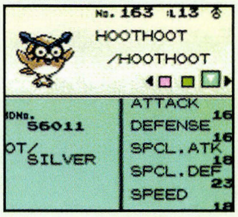
DIRE HIT
RED APRICORN × 1
EXP.SHARE × 1
X SPECIAL × 1
CANCEL × 1
JYNX'S
SPCL.ATK went up!



## Fraternal Twins

**Look carefully at the category ratings for the two Hoothoot. Notice the differences in the ratings for Defense, Special Attack, Special Defense and Speed. Even though each Hoothoot is at Level 13, it has unique strengths. The differences may reflect the use of special items. In this case, the Trainer gave one Hoothoot an Iron to increase its Defense by one point. Pokémon stats vary from crature to creature, however—even among Pokémon of the same type and level.**


No. 163 :L13 ♂
HOOTHOOT
/HOOTHOOT
IDNo. 56011
OT/ SILVER
ATTACK 16
DEFENSE 15
SPCL.ATK 15
SPCL.DEF 21
SPEED 20


No. 163 :L13 ♂
HOOTHOOT
/HOOTHOOT
IDNo. 56011
OT/ SILVER
ATTACK 16
DEFENSE 16
SPCL.ATK 18
SPCL.DEF 23
SPEED 18

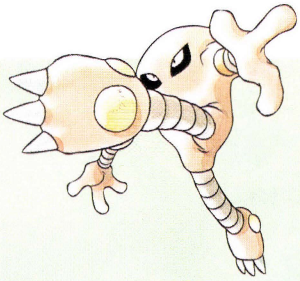
## LEVEL UP EVOLUTION : SPECIAL

Tyrogue, a pre-evolved form of Hitmonlee and Hitmonchan, will evolve into either of those two forms, or Hitmontop, depending on its stats when it reaches Level 20. If Tyrogue's attack rating is higher, Tyrogue will evolve into Hitmonlee at Level 20. If its defense is higher, it will evolve into Hitmonchan, and its attack and defense ratings are equal, it will evolve into Hitmontop. Use Iron or Protein to choose your evolution.

### Red, Blue and Yellow Versions

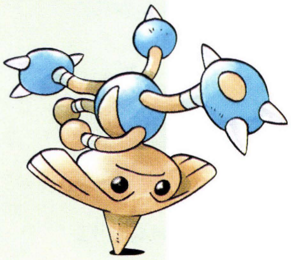
**For veteran Trainers, the evolutionary tree of Tyrogue will seem quite odd. In the original versions of the game, Hitmonlee and Hitmonchan were acquired at the special Karate Gym in Saffron City. Players were given a choice between the two Fighting-type Pokémon if they defeated the Karate Master and his fellow Trainers. Hitmonlee used its feet while Hitmonchan used only its hands when fighting a Pokémon battle.**

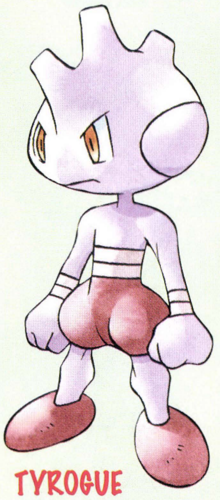
Better not get
greedy...



**HITMONLEE**

**LEVEL 20**
**ATTACK/DEFENSE**



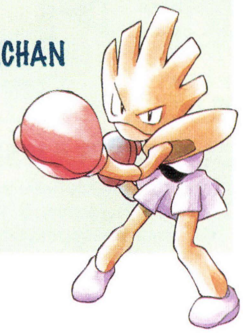


**TYROGUE**

**LEVEL 20**
**ATTACK/DEFENSE** **HITMONTOP**

**LEVEL 20**
**ATTACK/DEFENSE**

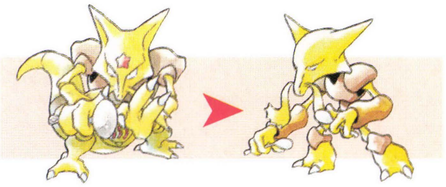
**HITMONCHAN**



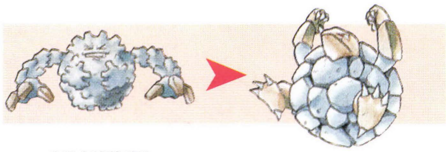
# Trade Transformations

## TRAVEL BROADENS THE POKéMON

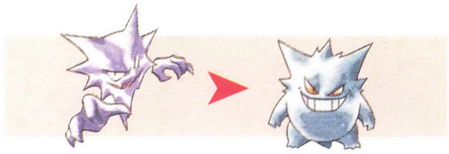
Certain Pokémon will evolve into their higher forms when they are traded to another Gold or Silver Game Pak. If you have a Kadabra, Machoke, Graveler or Haunter, you can transfer it to someone else then receive an evolved Pokémon in return. Trust is a beautiful thing.



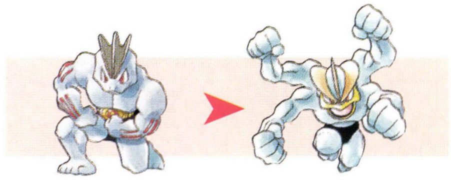
**KADABRA** **ALAKAZAM**



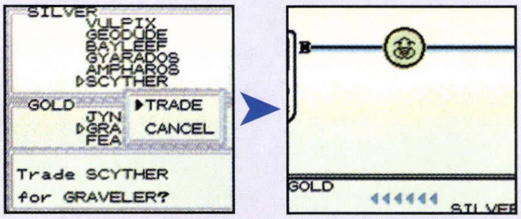
**GRAVELER** **GOLEM**



**HAUNTER** **GENGAR**



**MACHOKE** **MACHAMP**



SILVER
VULPIX
GEODUDE
BAYLEEF
GYARADOS
AMPHAROS
▷SCYTHER
GOLD
JYN
▷GRA
FEA
▶TRADE
CANCEL
Trade SCYTHER
for GRAVELER?

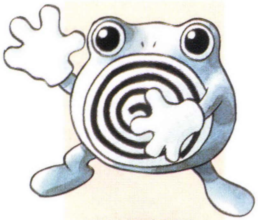
GOLD
SILVER

### TROUBLING TRANSFERS

Remember: You can transfer only Pokémon that appeared previously in Red, Blue and Yellow from Gold and Silver to Red, Blue and Yellow. New Pokémon or those with new items or abilities cannot be traded from Gold and Silver to Red, Blue, and Yellow. That group includes old Pokémon that have evolved into new Pokémon.

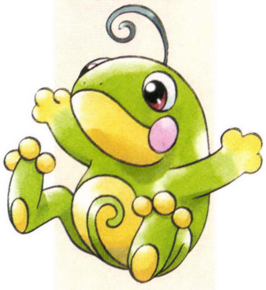
## EVOLUTIONARY BAGGAGE

Some Pokémon come into being through a natural evolutionary process; others require a special item. Once you find the special items shown below, have the indicated Pokémon hold them when you trade them to another Gold or Silver Game Pak. The transfer will produce new evolutionary forms.

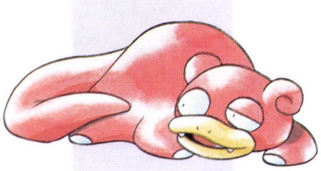


**POLIWHIRL**

**KING'S ROCK**

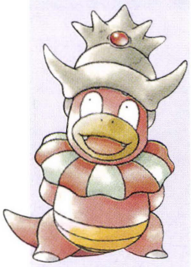


**POLITOED**

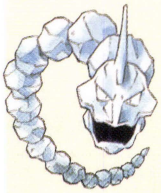


**SLOWPOKE**

**KING'S ROCK**

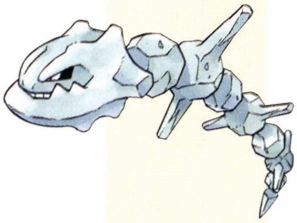


**SLOWKING**

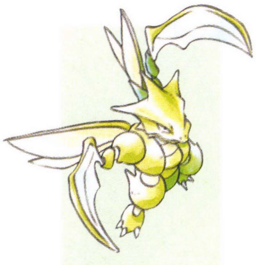


**ONIX**

**METAL COAT**

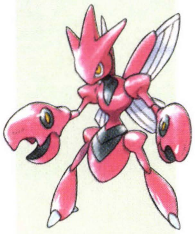


**STEELIX**

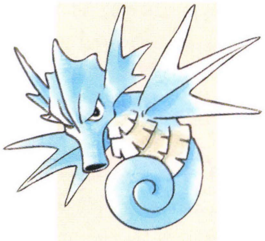


**SCYTHER**

**METAL COAT**

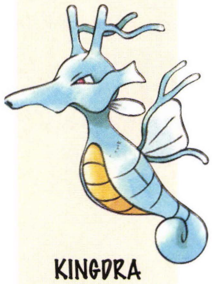


**SCIZOR**

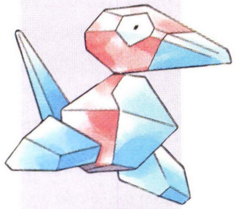


**SEADRA**

**DRAGON SCALE**

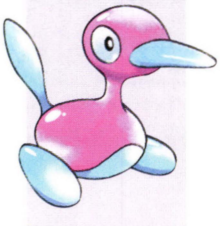


**KINGDRA**



**PORYGON**

**UP-GRADE**



**PORYGON2**

# Stepping Stones of Evolution

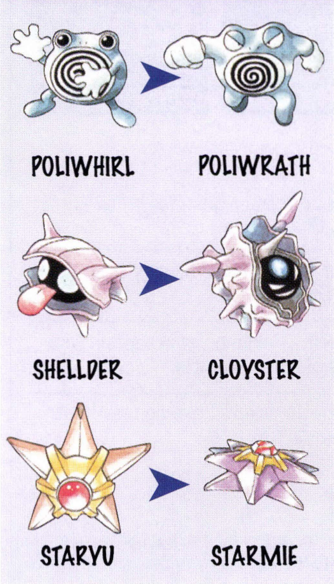
## MINERAL SUPPLEMENTS

As you may already know from previous versions of the game, you can use special stones to induce evolution in specific Pokémon. You won't need to conduct a trade to make them evolve—just have the indicated Pokémon use the stones to alter their evolutionary development. Gloom and Eevee can transform into more than one form, depending on the stone they use to evolve.

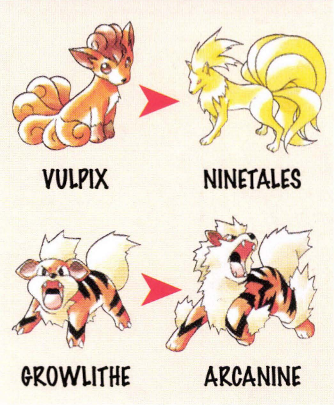
### SUN STONE

**There's something new under the sun in the world of stone evolution. Gold and Silver introduce the Sun Stone, which you can use to transform Sunkern into Sunflora and Gloom into Bellossom—no greenhouse necessary.**

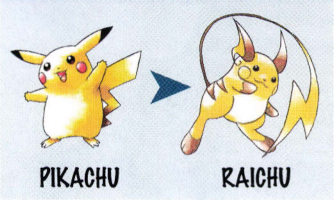
### WATER STONE


POLIWHIRL
POLIWRATH
SHELLDER
CLOYSTER
STARYU
STARMIE

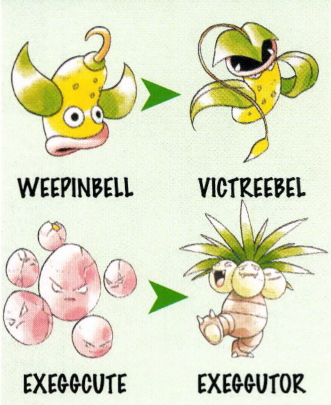
### FIRE STONE


VULPIX
NINETALES
GROWLITHE
ARCANINE

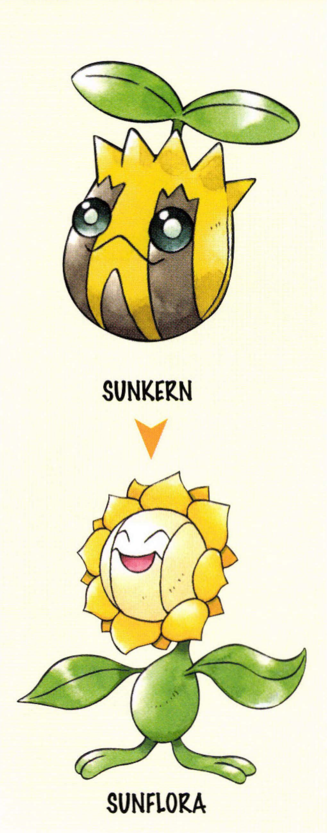
### THUNDER STONE


PIKACHU
RAICHU

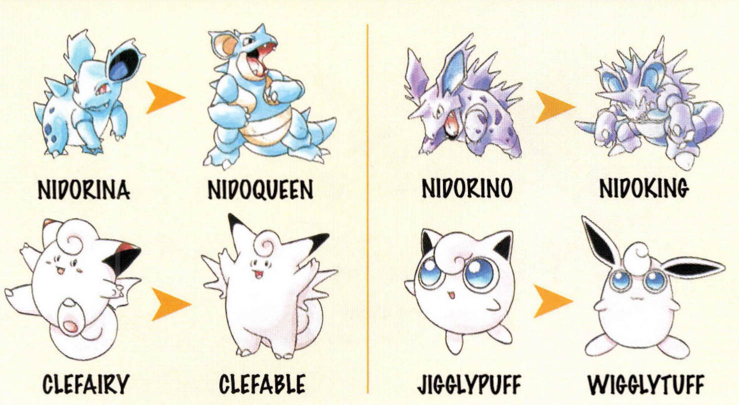
### LEAF STONE


WEEPINBELL
VICTREEBEL
EXEGGCUTE
EXEGGUTOR

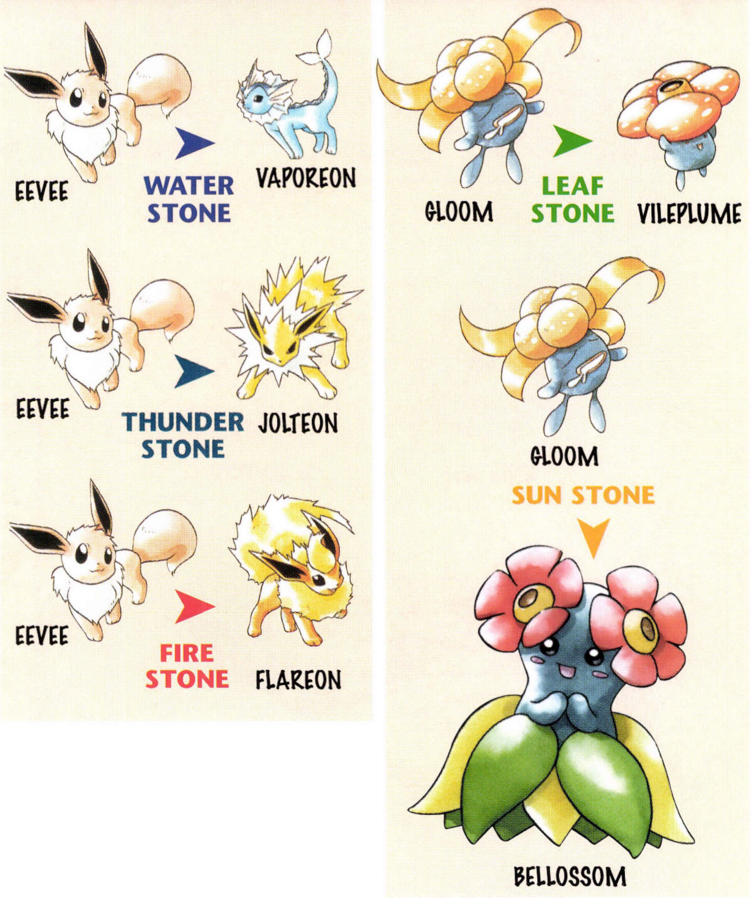
### SUN STONE


SUNKERN
SUNFLORA

### MOON STONE


NIDORINA
NIDOQUEEN
NIDORINO
NIDOKING
CLEFAIRY
CLEFABLE
JIGGLYPUFF
WIGGLYTUFF

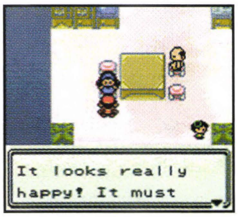
### USING DIFFERENT STONES


EEVEE
WATER STONE
VAPOREON
EEVEE
THUNDER STONE
JOLTEON
EEVEE
FIRE STONE
FLAREON
GLOOM
LEAF STONE
VILEPLUME
GLOOM
SUN STONE
BELLOSSOM

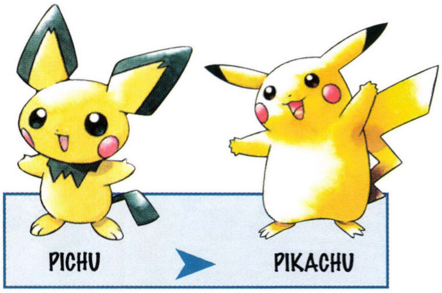
# Friendly Evolution

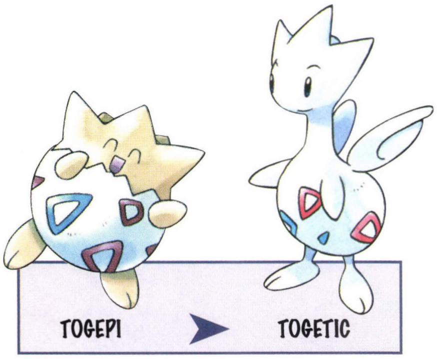
## YOU'RE MY BEST FRIEND!

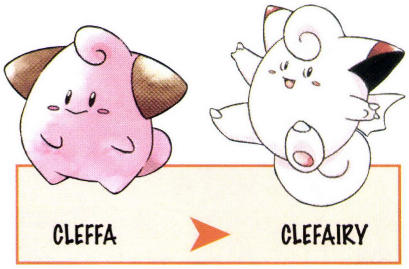
Some Pokémon need more than just experience to evolve—they need to be attached to you, too. If you treat those Pokémon very well, they will evolve on schedule when they reach the proper level. But if the Pokémon are not attached to you, they will not evolve. While many Pokémon will evolve regardless of how well you treat them, you should try to be a good Trainer to all of your Pokémon. Many events in the game are based on how attached your lead Pokémon is to you.

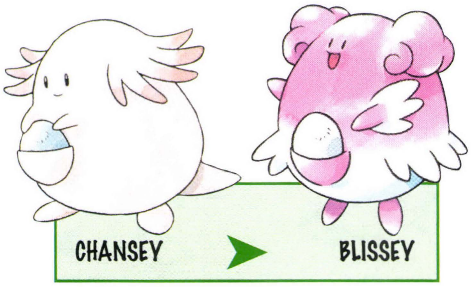


```
It looks really
happy! It must
```



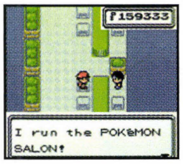




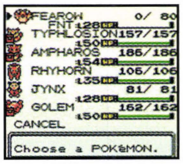


## DO'S AND DON'TS

**There are quite a few things that will help your relationship with your Pokémon, and a couple that will hurt your relationship with your Pokémon. You should try to forge strong relationships with all of your Pokémon, but especially the party you travel with most often.**



```
₽159333
I run the POKéMON
SALON!
```



```
▶FEAROW          0/ 80
     FNT :L28
 TYPHLOSION157/157
         :L50
 AMPHAROS   186/186
         :L54
 RHYHORN    106/106
         :L35
 JYNX        81/ 81
         :L28
 GOLEM      162/162
         :L50
CANCEL
Choose a POKéMON.
```

### DO:

Have your Pokémon groomed in Pallet Town by Blue's Sister.

Get your Pokémon's hair cut by one of the Haircut Brothers.

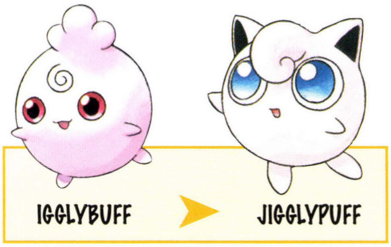
Travel with a Pokémon and keep it in your party as often as possible.

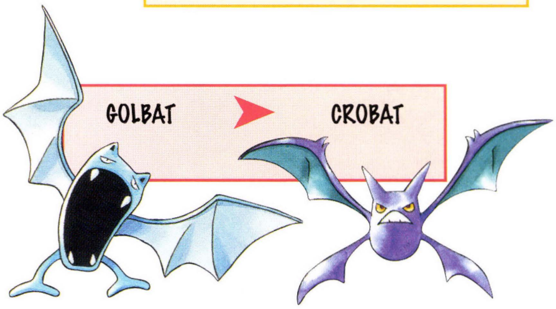
Use many items on a Pokémon and let it hold an item, too.

### DON'T:

Let your Pokémon faint in battle or repeatedly allow it to get very weak.

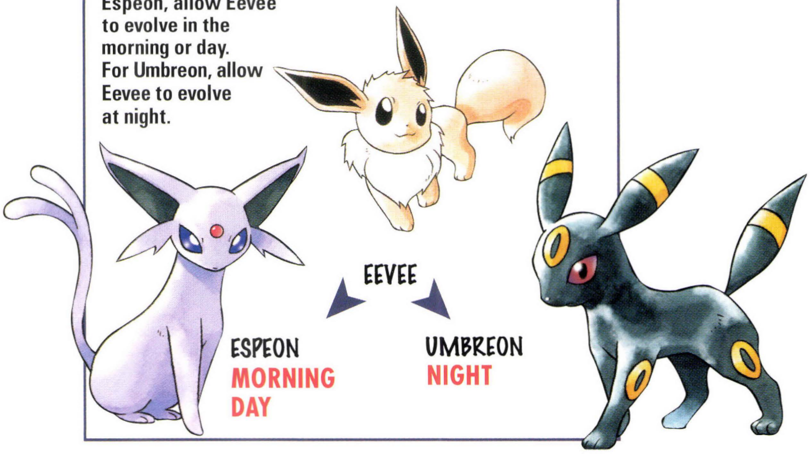
Make the Pokémon take bitter medicine, or trade it away to another Trainer.





## DAY OR NIGHT

**Eevee's other evolutions are created with Stones, but Espeon and Umbreon are not. Eevee evolves into either Espeon or Umbreon when it's extremely attached to you, and its evolution starts at a certain time of day. To get Espeon, allow Eevee to evolve in the morning or day. For Umbreon, allow Eevee to evolve at night.**

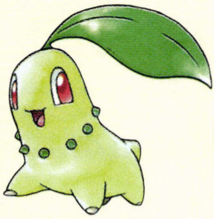


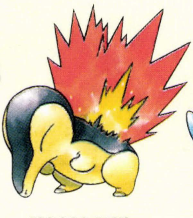
# In-Game Events

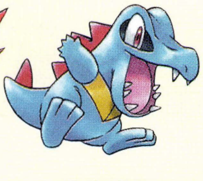
## FOUR WAYS TO ACQUIRE POKéMON

Aside from catching wild Pokémon that attack you, there are four other ways to get your hands on Pokémon. Some of the rarest Pokémon are creatures you can't catch in the wild, so study this list for information on how to get them.

### THE GIFT POKéMON

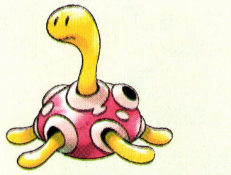

CHIKORITA


CYNDAQUIL


TOTODILE

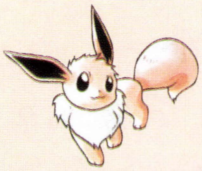
**NEW BARK TOWN**

Professor Elm will give you a Pokémon for helping him with an errand. You get to choose whether it's Chikorita, Cyndaquil or Totodile, and you won't get the other two from Elm.


SHUCKLE

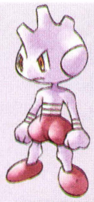
**CIANWOOD CITY**

The Shuckle you keep safe is yours if it becomes attached to you.


EEVEE

**GOLDENROD CITY**

After you meet up with Bill, return to his house where you will get an Eevee.

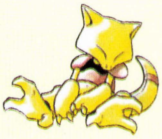

TYROGUE

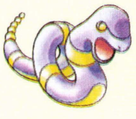
**MT. MORTAR**

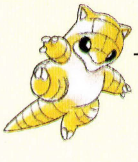
If you defeat Blackbelt Kyo in Mt. Mortar, he will give you Tyrogue.

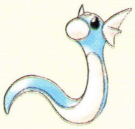
### GAME PRIZES

**GOLDENROD CITY**


ABRA
200

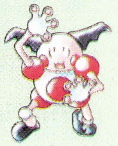

EKANS
GOLD
700

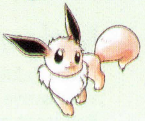

SANDSHREW
SILVER
700

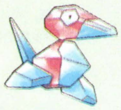

DRATINI
2,100

(Prices refer to the number of coins)

**CELADON CITY**

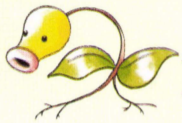
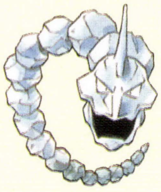

MR.MIME
3,333


EEVEE
6,666

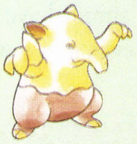
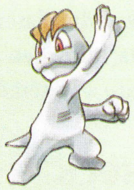

PORYGON
9,999

### IN-GAME TRADES

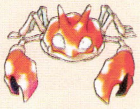
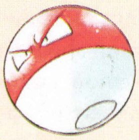
**VIOLET CITY**


BELLSPROUT ► 

ONIX

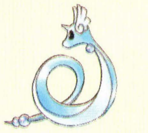
**GOLDENROD CITY**


DROWZEE ► 

MACHOP

**OLIVINE CITY**


KRABBY ► 

VOLTORB

**BLACKTHORN CITY**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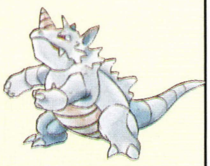
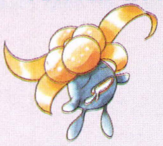
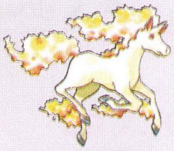
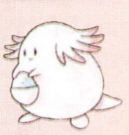
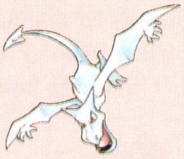

RHYDON

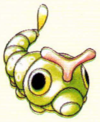
**PEWTER CITY**


GLOOM ► 

RAPIDASH

**ROUTE 14**


CHANSEY ► 

AERODACTYL

### NATIONAL PARK: BUG-CATCHING EVENT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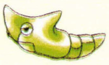
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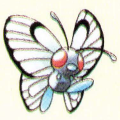
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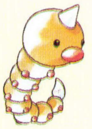
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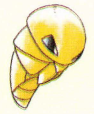
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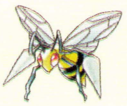
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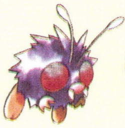
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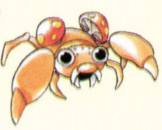
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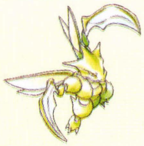
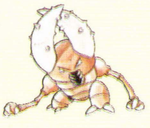
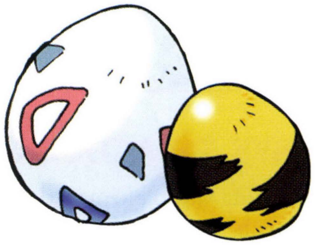

SCYTHER


PINSIR

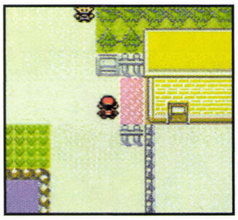
# Pokémon Eggs

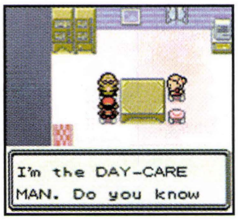


**Pokémon Gold and Silver allow you to raise your own Pokémon at the Breeding Center just south of Goldenrod City on Route 33. With a little patience, you can raise many Pokémon.**

## POKéMON DAYCARE

The man and woman who run the Daycare can take one Pokémon each to raise for you. An unexpected bonus sometimes happens when you board two Pokémon of opposite genders, or any Pokémon with a Ditto. If the Pokémon like each other, you may return to the Daycare a while later to find that a Pokémon Egg has appeared. No one is quite sure how it happens, but when it does, you simply have to carry the Egg in your party for a while to hatch it into a Pokémon—maybe even a new pre-evolution will appear!





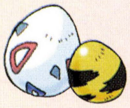
I'm the DAY-CARE MAN. Do you know

## CHECK THEIR FRIENDSHIP

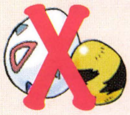
Your Pokémon may or may not like each other. Walk outside into the Pokémon Daycare's yard and use the A Button to check on your Pokémon and see what their interest level is. If both Pokémon show an interest in each other, you will end up with a Pokémon Egg eventually. If they show no interest in each other, there will not be an Egg for you to hatch.

### CHECK THE MESSAGE

**The message you get will let you know if a Pokémon Egg is on the way.**



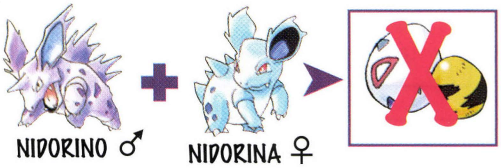
- It appears to care for other Pokémon
- It shows interest in the other Pokémon
- It's friendly with the other Pokémon



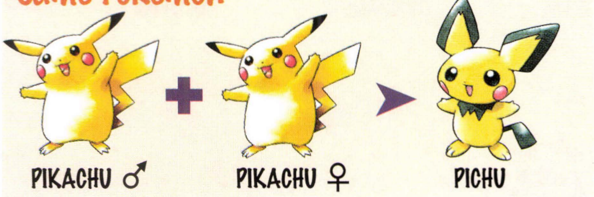
- It's brimming with energy
- It has no interest in the other Pokémon

## NO EGGS

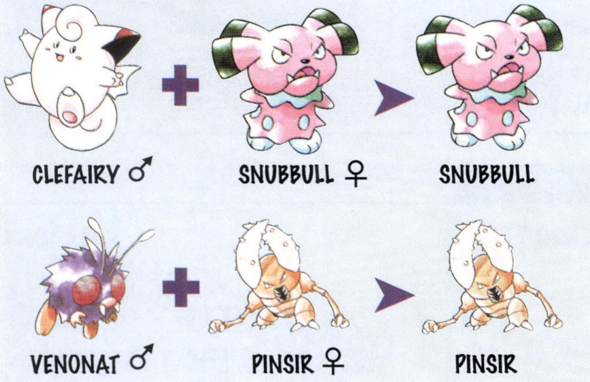
Some Pokémon will never produce Eggs for you to hatch. They're shown in the "No Eggs" on page 95. Some are the pre-evolution Pokémon, while others are Legendary Pokémon that are one-of-a-kind in each Game Pak. Whatever the case, you won't find Eggs from those Pokémon.



### Same Pokémon

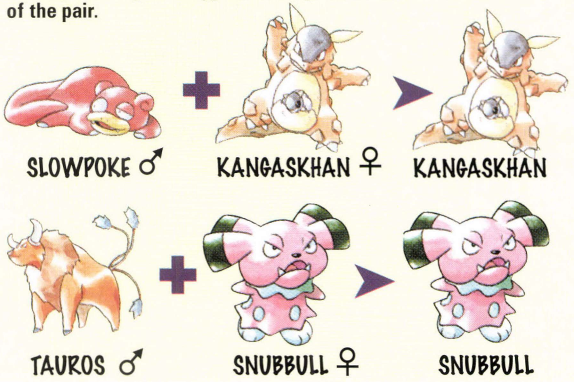


### Different Pokémon



### Male or Female

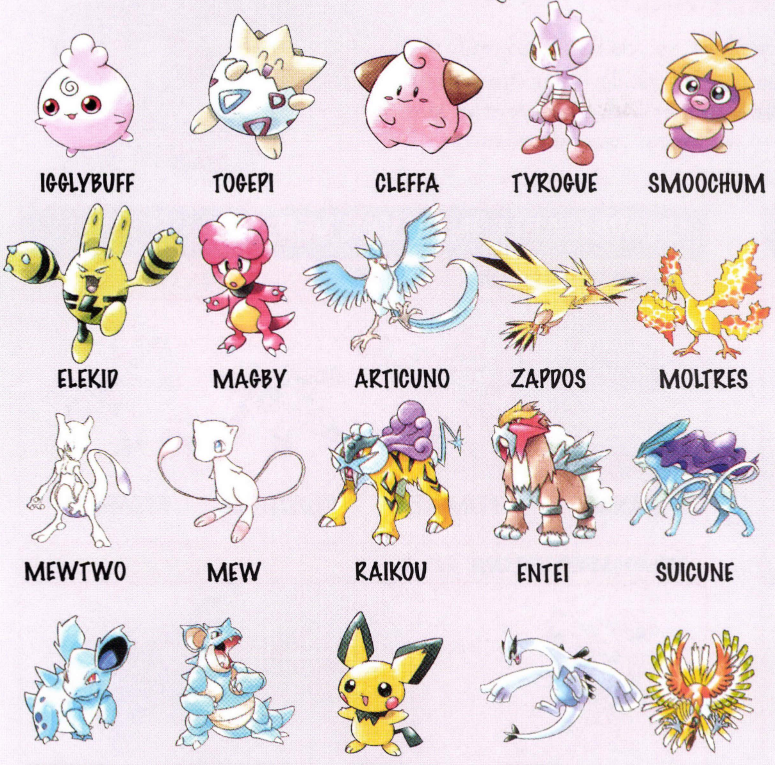
**Some Pokémon have only one gender. Kangaskhan, for example, are always female, while Tauros are always male. Leave those Pokémon with Pokémon of the opposite gender. If they like each other, you will get an Egg containing a Pokémon like the female of the pair.**



## No Eggs

You won't be able to produce Eggs with some Pokémon. You can still leave them with the Pokémon Daycare if you want to raise their levels easily, however.

UNOWN



IGGLYBUFF TOGEPI CLEFFA TYROGUE SMOOCHUM

ELEKID MAGBY ARTICUNO ZAPDOS MOLTRES

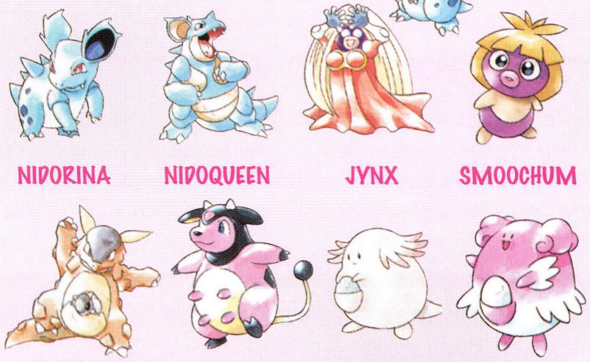
MEWTWO MEW RAIKOU ENTEI SUICUNE

NIDORINA NIDOQUEEN PICHU LUGIA HO-OH

## Female Pokémon

Some Pokémon are always female.

NIDORAN♀

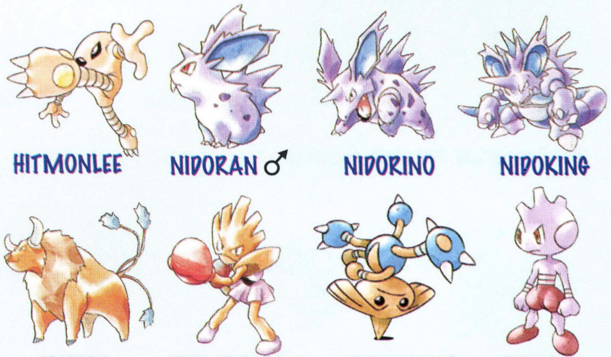


NIDORINA NIDOQUEEN JYNX SMOOCHUM

KANGASKHAN MILTANK CHANSEY BLISSEY

## Male Pokémon

Some Pokémon are always male.

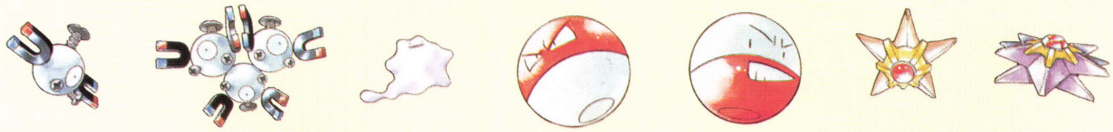


HITMONLEE NIDORAN♂ NIDORINO NIDOKING

TAUROS HITMONCHAN HITMONTOP TYROGUE

## Neuter

Some Pokémon do not have a gender, but you can still hatch their Eggs with Ditto's help.

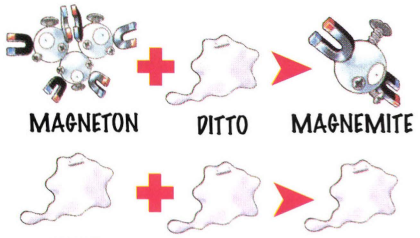


MAGNEMITE MAGNETON DITTO VOLTORB ELECTRODE STARYU STARMIE

## DITTO

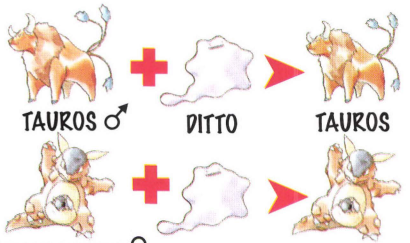
Ditto has no gender, so it may produce Eggs with either male or female Pokémon. Pokémon will usually show interest in Ditto. The Egg produced will always hatch the lowest evolution of a particular Pokémon. For example, if you leave a Magneton and a Ditto at the Daycare, the resulting Egg will hatch into a Magnemite, not a Magneton. Pokémon that are exclusively male will prduce a younger version of themselves with Ditto only. You must have two Ditto to produce a Ditto Egg.

**Hatcing** After you pick up the Pokémon Egg from the Pokémon Daycare, you must carry it around in your party with active, healthy Pokémon, or it won't hatch. Some Pokémon take longer than others to produce an Egg, and some Eggs take longer than others to hatch.



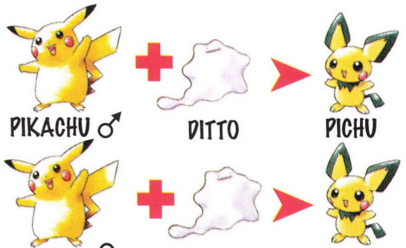
MAGNETON + DITTO ➤ MAGNEMITE

DITTO + DITTO ➤ DITTO



TAUROS ♂ + DITTO ➤ TAUROS

KANGASKHAN ♀ + DITTO ➤ KANGASKHAN



PIKACHU ♂ + DITTO ➤ PICHU

PIKACHU ♀ + DITTO ➤ PICHU

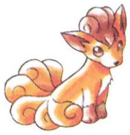
# Pokémon Relocation

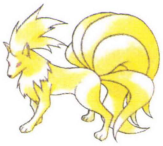
## TRADE POKéMON WITH THE GAME LINK CABLE

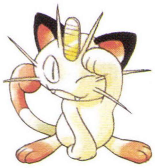
Each version of the game has Pokémon you can't find in other versions, so you'll need to trade with other Trainers to complete your Pokédex. As you collect Pokémon in your travels, be sure to set aside those that you know are unique to your version. When you meet a Trainer with a different version, connect your Game Boy systems with a Game Link Cable to swap your most coveted creatures.

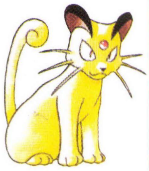
### UNAVAILABLE IN GOLD VERSION

**TRANSFER FROM RED, BLUE, YELLOW, SILVER**

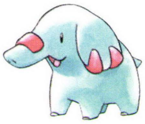

VULPIX

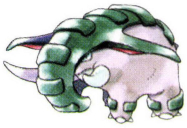

NINETALES


MEOWTH


PERSIAN

**TRANSFER FROM SILVER**


PHANPY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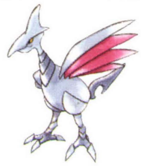
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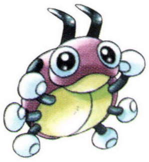
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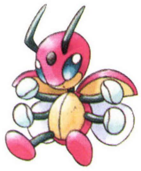
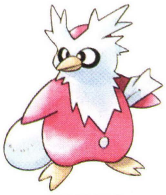
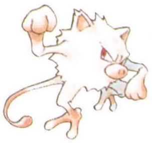
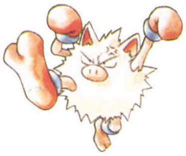

LEDIAN

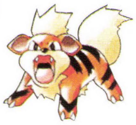

DELIBIRD

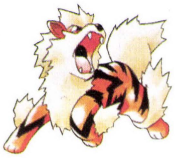
### UNAVAILABLE IN SILVER VERSION

**TRANSFER FROM RED, BLUE, YELLOW, GOLD**

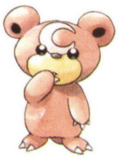

MANKEY

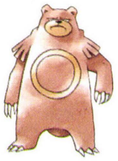

PRIMEAPE

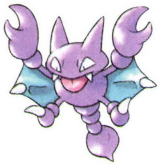

GROWLITHE

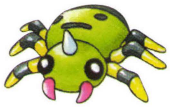

ARCANINE

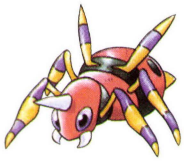
**TRANSFER FROM GOLD**

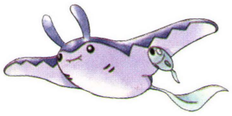

TEDDIURSA


URSARING


GLIGAR

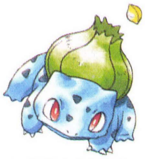

SPINARAK

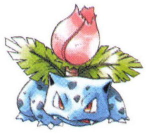

ARIADOS

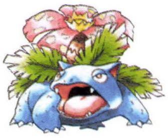

MANTINE

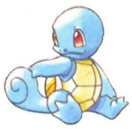
### UNAVAILABLE IN GOLD & SILVER VERSIONS

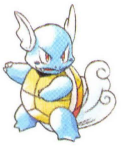
**TRANSFER FROM RED, BLUE, YELLOW**

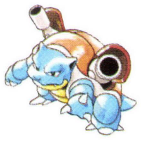

BULBASAUR

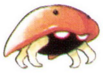

IVYSAUR

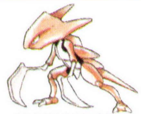

VENUSAUR


SQUIRTLE


WARTORTLE


BLASTOISE


KABUTO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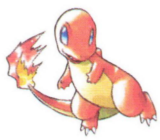
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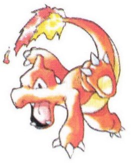
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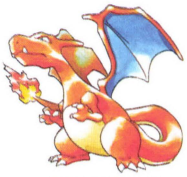
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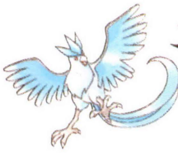
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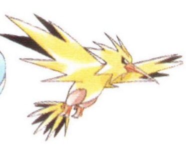
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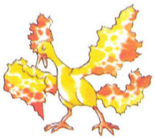
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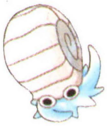
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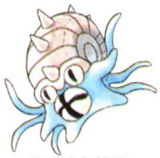
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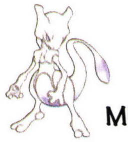
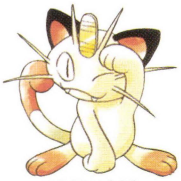

MEWTWO

Many of the most famous and prized Pokémon from earlier games cannot be found in the wild in Gold and Silver. You can transfer them from previous versions, but you can't trade new Pokémon in return.

## UNAVAILABLE IN YELLOW VERSION (#1-150)

### TRANSFER FROM BLUE, SILVER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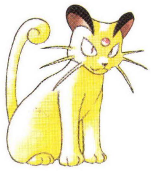
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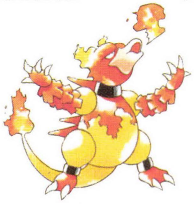
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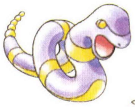
### TRANSFER FROM RED, GOLD, SILVER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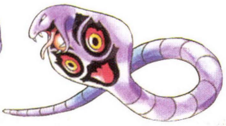
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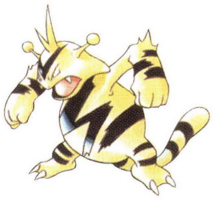
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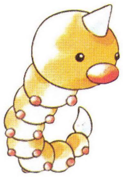
### TRANSFER FROM RED, BLUE, GOLD, SILVER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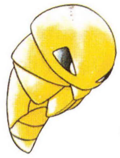
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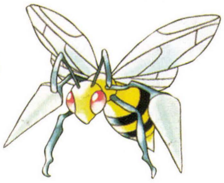
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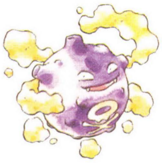
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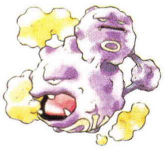
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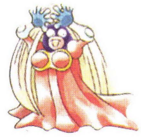
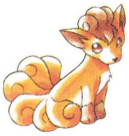

JYNX

## UNAVAILABLE IN RED VERSION (#1-150)

### TRANSFER FROM BLUE, YELLOW, SILVER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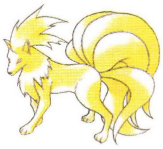
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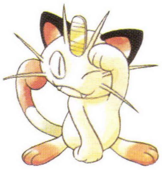
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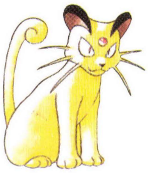
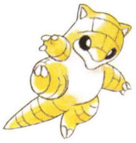
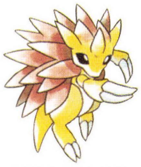
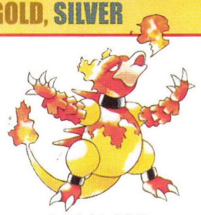

PERSIAN

### TRANSFER FROM BLUE, YELLOW, GOLD, SILVER


SANDSHREW


SANDSLASH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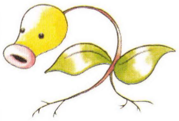
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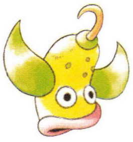
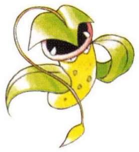

WEEPINBELL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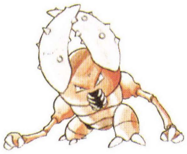
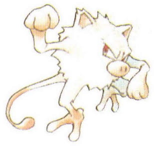

PINSIR

## UNAVAILABLE IN BLUE VERSION (#1-150)

### TRANSFER FROM RED, YELLOW, GOLD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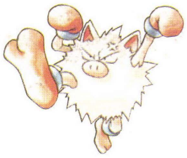
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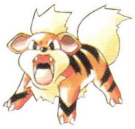
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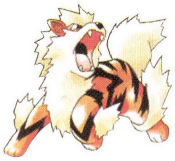
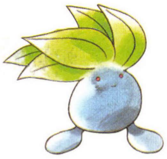

ARCANINE

### TRANSFER FROM RED, YELLOW, GOLD, SILVER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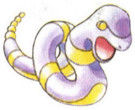
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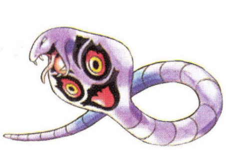
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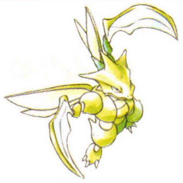
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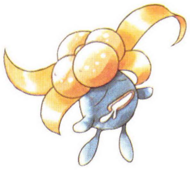
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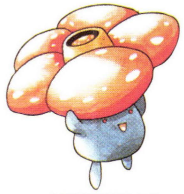
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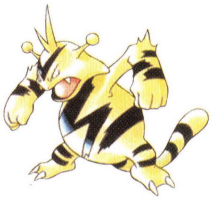
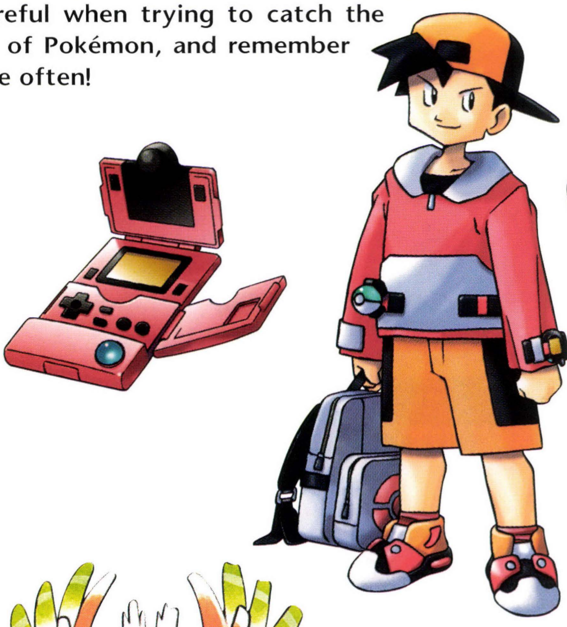
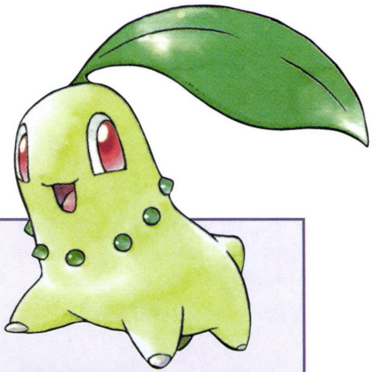

ELECTABUZZ

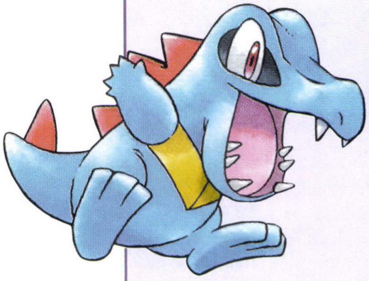
# Rare Pokémon

Some Pokémon are so special, you won't have many chances to catch them. Some of the Pokémon can be raised at the Pokémon Daycare, but others appear only once in the game, and if you blow it, they're gone forever. Be careful when trying to catch the rarest of Pokémon, and remember to save often!

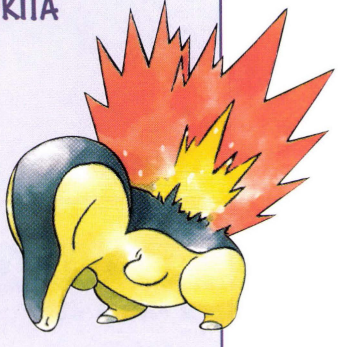




**CHIKORITA**

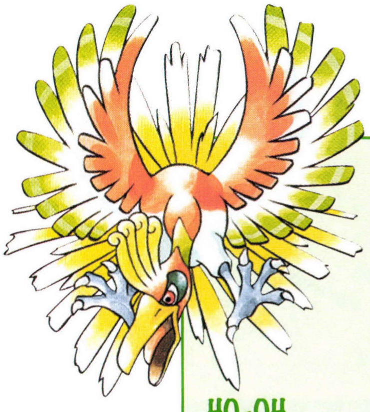


**TOTODILE**



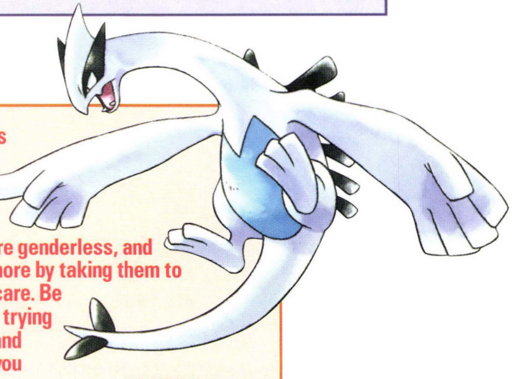
**CYNDAQUIL**

Remember that when you choose one starting Pokémon, you're also choosing not to have the other two. They do not appear in the wild, so you'll have to trade to get the other two. Maybe your friends could hatch something up for you...



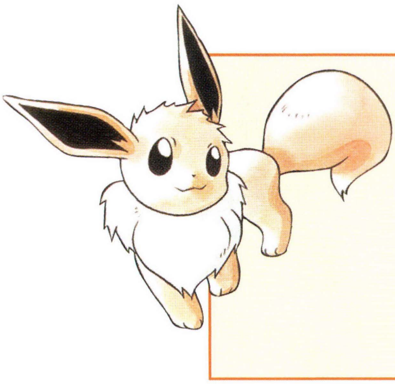
**HO-OH**

The Legendary Birds are one-per-Pak, so you should buy a ton of Poké Balls, power up, then save your game right before trying to catch Ho-oh. The second Legendary bird you catch will be much harder to capture than the first one was, so be prepared to try over and over again—or use the Master Ball.



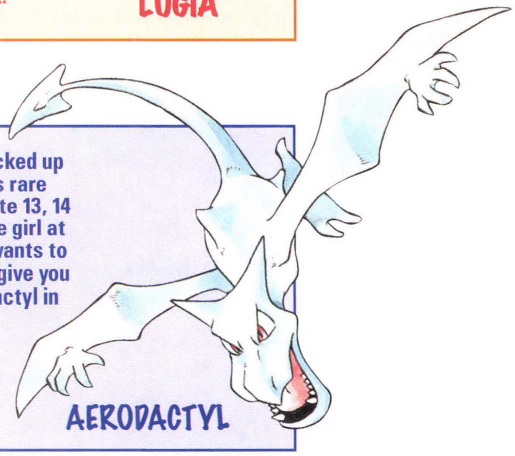
**LUGIA**

Like Ho-oh, Lugia is very rare. Unlike many of the other creatures listed here, the Legendary Birds are genderless, and you cannot raise more by taking them to the Pokémon Daycare. Be very careful when trying to capture Lugia, and save right before you make an attempt.



**EEVEE**

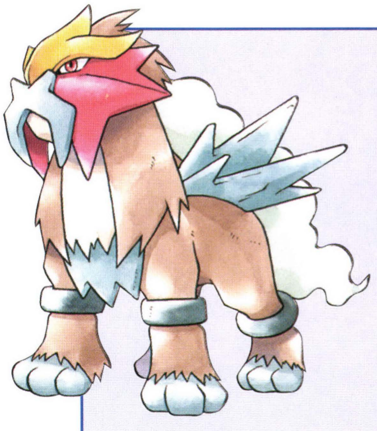
The Eevee that you pick up at Bill's house is one of the few you'll find in the game. You can win an Eevee at Celadon City's Game Corner, and you can raise a few extra Eevee at the Pokémon Daycare to have all of its evolutions.



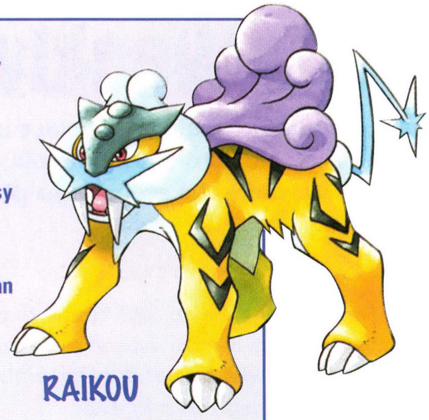
**AERODACTYL**

After you've picked up the slightly less rare Chansey at Route 13, 14 or 15, talk to the girl at Route 14 who wants to trade. She will give you the only Aerodactyl in the game for a Chansey.

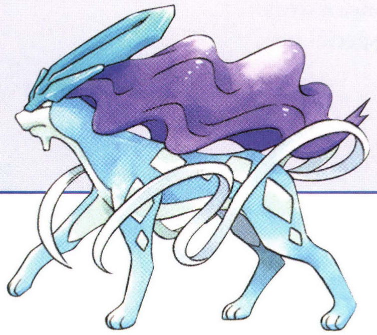
The three fantastically bizarre creatures, Raikou, Entei and Suicune, are extremely rare, and there is no one place to catch them. After you scare them away from the Burned Tower, they will randomly appear in the tall grass of Johto. After you encounter them in the wild, they will appear in your Pokédex, and you can check to see where they are at any time. They move very fast, however, so you might not reach them in time. Use Max Repel or Super Repel in grassy areas to keep away all Pokémon except one of the three. Try to use one of Kurt's Fast Balls to catch the Pokémon—they will run away very quickly, giving you little time to wear them down before throwing the Poké Ball. They will not heal the damage they take, so you can wear them down over many sightings until you can catch them.



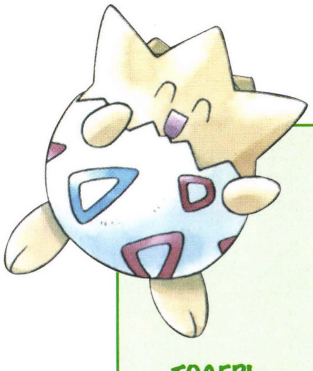
**ENTEI**



**RAIKOU**



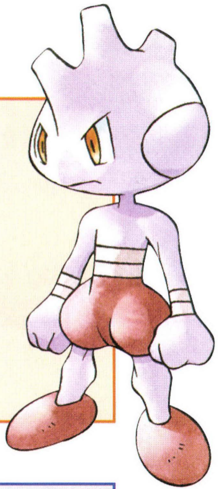
**SUICUNE**



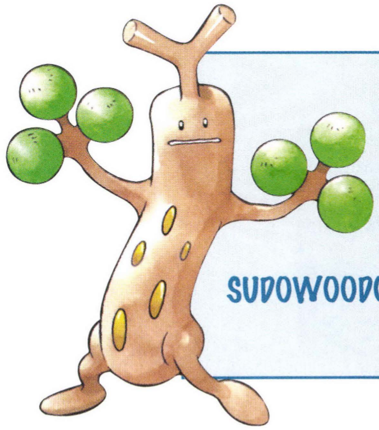
**TOGEPI**

You won't find Togepi out in the wild, but you also don't have to worry about catching the only Togepi in the game—Professor Elm's assistant will give you a Pokémon Egg, and when it hatches, Togepi is all yours.

It's a very good idea to find Blackbelt Kyo and defeat him, because he will present you with the extremely rare Tyrogue as a tribute to your victory. You could probably hatch a Tyrogue, too, if you had a Hitmonlee or Hitmonchan...



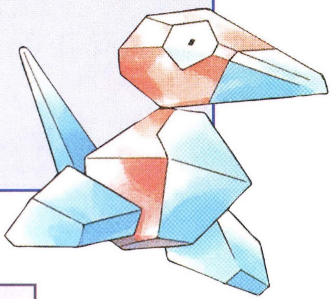
**TYROGUE**



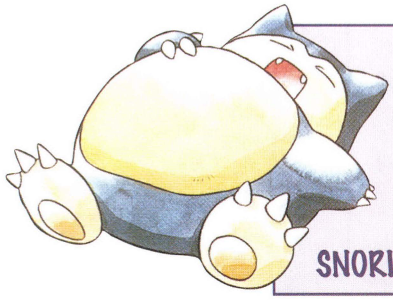
**SUDOWOODO**

The odd living tree that you use the Squirtbottle on is Sudowoodo, and that incident is the only occasion where you'll encounter the Rock-type Pokémon. Save before you use the Squirtbottle, or you might miss your one chance to own the incredible fake.

As with Pokémon Red, Blue and Yellow, Porygon is found in one place only—the Celadon City Game Corner. You have to be lucky or rich to get one—it will cost you 9,999 coins.



**PORYGON**



**SNORLAX**

Try to save right before you wake up the sleeping Snorlax with the Pokéflute. If you accidentally knock Snorlax out, you can restart your game and try again. The powerful Normal-type creature is at Level 50 when you encounter it and would make a great addition to any team.

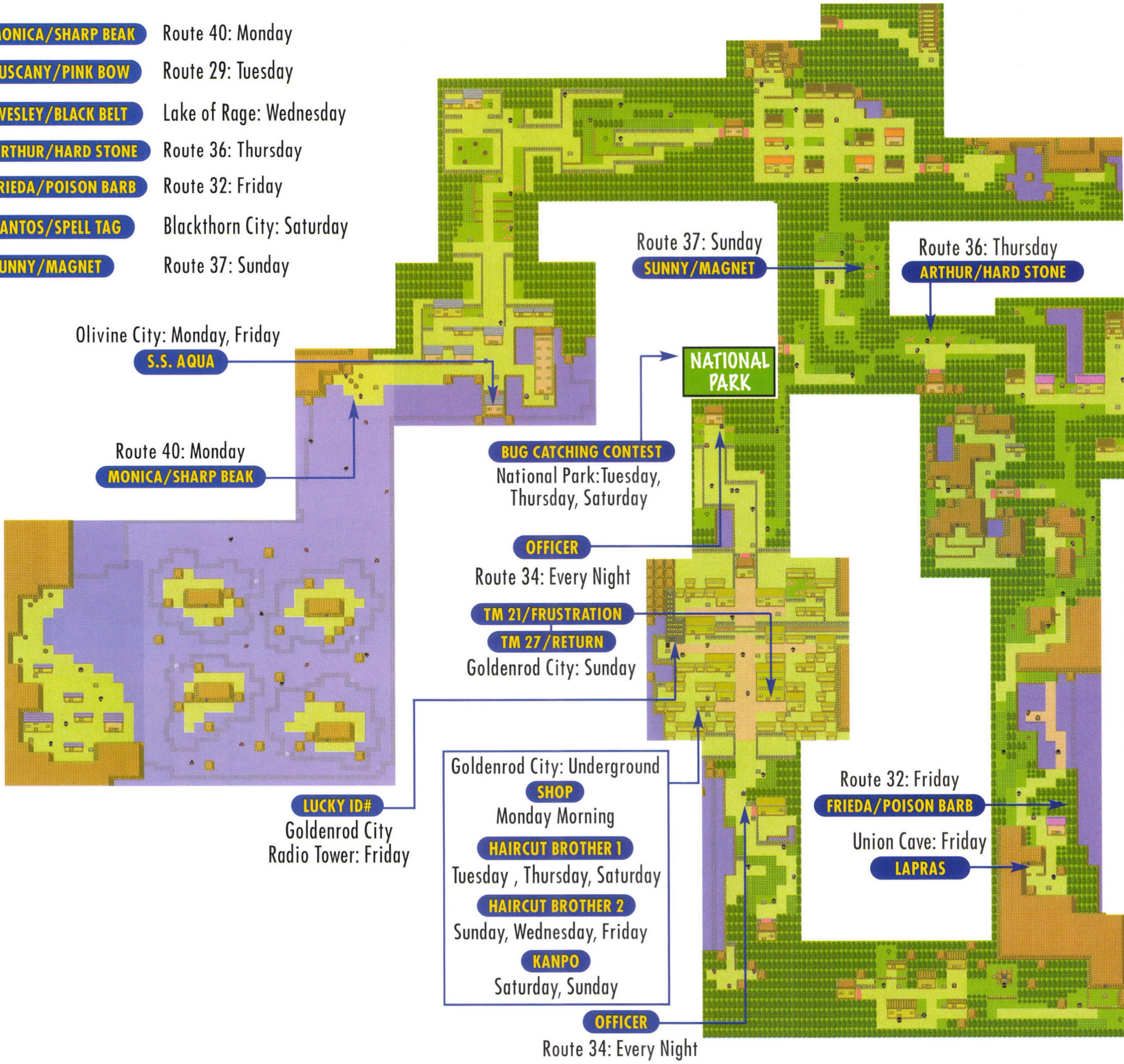
# Johto Weekly Event Map

Many of the events that take place in Johto occur on specific days of the week. This map provides a simple reference to each of those events, indicating where the event takes place and on which day it takes place.

## THE DAY SIBLINGS

The Day Siblings are an odd family that really gets around. There are seven children in the family, and each has a post to occupy once a week. If you meet up with one of the Day Siblings, you will get a special item that will help you on your journey.

☐ **MONICA/SHARP BEAK** Route 40: Monday
☐ **TUSCANY/PINK BOW** Route 29: Tuesday
☐ **WESLEY/BLACK BELT** Lake of Rage: Wednesday
☐ **ARTHUR/HARD STONE** Route 36: Thursday
☐ **FRIEDA/POISON BARB** Route 32: Friday
☐ **SANTOS/SPELL TAG** Blackthorn City: Saturday
☐ **SUNNY/MAGNET** Route 37: Sunday



Route 37: Sunday
**SUNNY/MAGNET**

Route 36: Thursday
**ARTHUR/HARD STONE**

Olivine City: Monday, Friday
**S.S. AQUA**

Route 40: Monday
**MONICA/SHARP BEAK**

**BUG CATCHING CONTEST**
National Park: Tuesday, Thursday, Saturday

**OFFICER**
Route 34: Every Night

**TM 21/FRUSTRATION**
**TM 27/RETURN**
Goldenrod City: Sunday

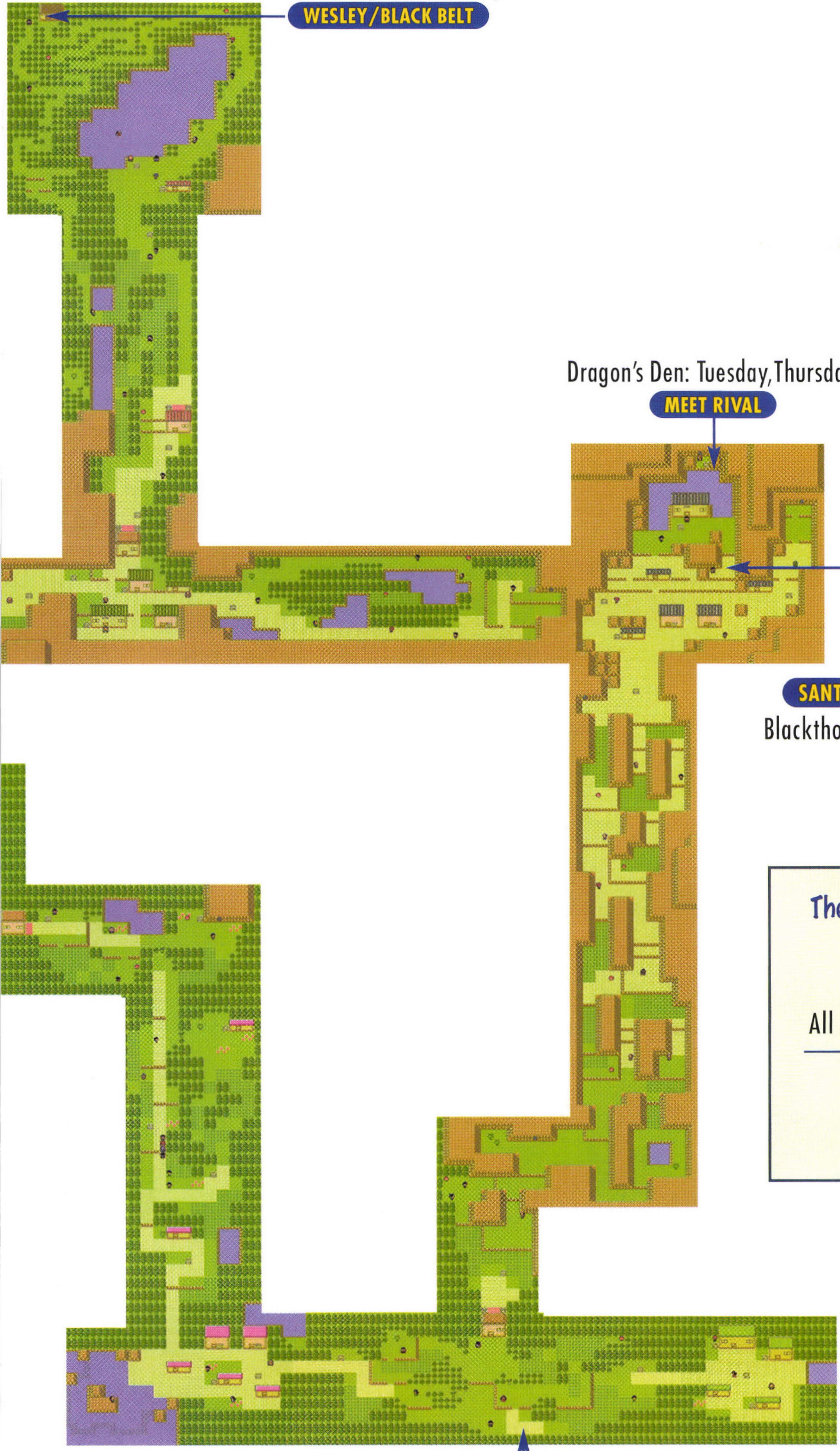
**LUCKY ID#**
Goldenrod City Radio Tower: Friday

Goldenrod City: Underground
**SHOP**
Monday Morning
**HAIRCUT BROTHER 1**
Tuesday , Thursday, Saturday
**HAIRCUT BROTHER 2**
Sunday, Wednesday, Friday
**KANPO**
Saturday, Sunday

Route 32: Friday
**FRIEDA/POISON BARB**

Union Cave: Friday
**LAPRAS**

**OFFICER**
Route 34: Every Night



Lake of Rage: Wednesday

**WESLEY/BLACK BELT**

Dragon's Den: Tuesday, Thursday

**MEET RIVAL**

**SANTOS/SPELL TAG**

Blackthorn City: Saturday

**TUSCANY/PINK BOW**

Route 29: Tuesday

**The music on Johto radio channel 7.5 changes depending on the day.**

**Pokémon Lullaby**

All Areas: Monday, Wednesday and Friday

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**Pokémon March**

All Areas: Tuesday, Thursday, Saturday and Sunday

# Johto Phone Call Map

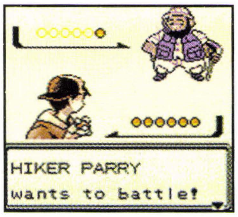
Your phone will be ringing off the hook once you start defeating other Trainers. Sometimes they will want a rematch. Other times they just want to talk. The map shows the location of the Trainers when you first meet them. Return to the same spots for rematches.

## I JUST CALLED TO SAY...LET'S FIGHT!

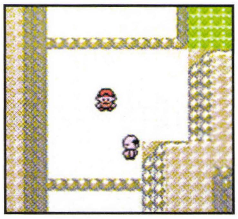
The phone calls will begin in earnest after you've registered an opposing Trainer's name on your phone list. Trainers will ask you for your phone number after you defeat them. If you say yes, their number will be registered in your Pokégear. The calls occur at random.

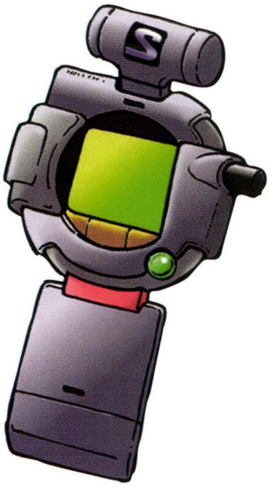
PARRY: HIKER

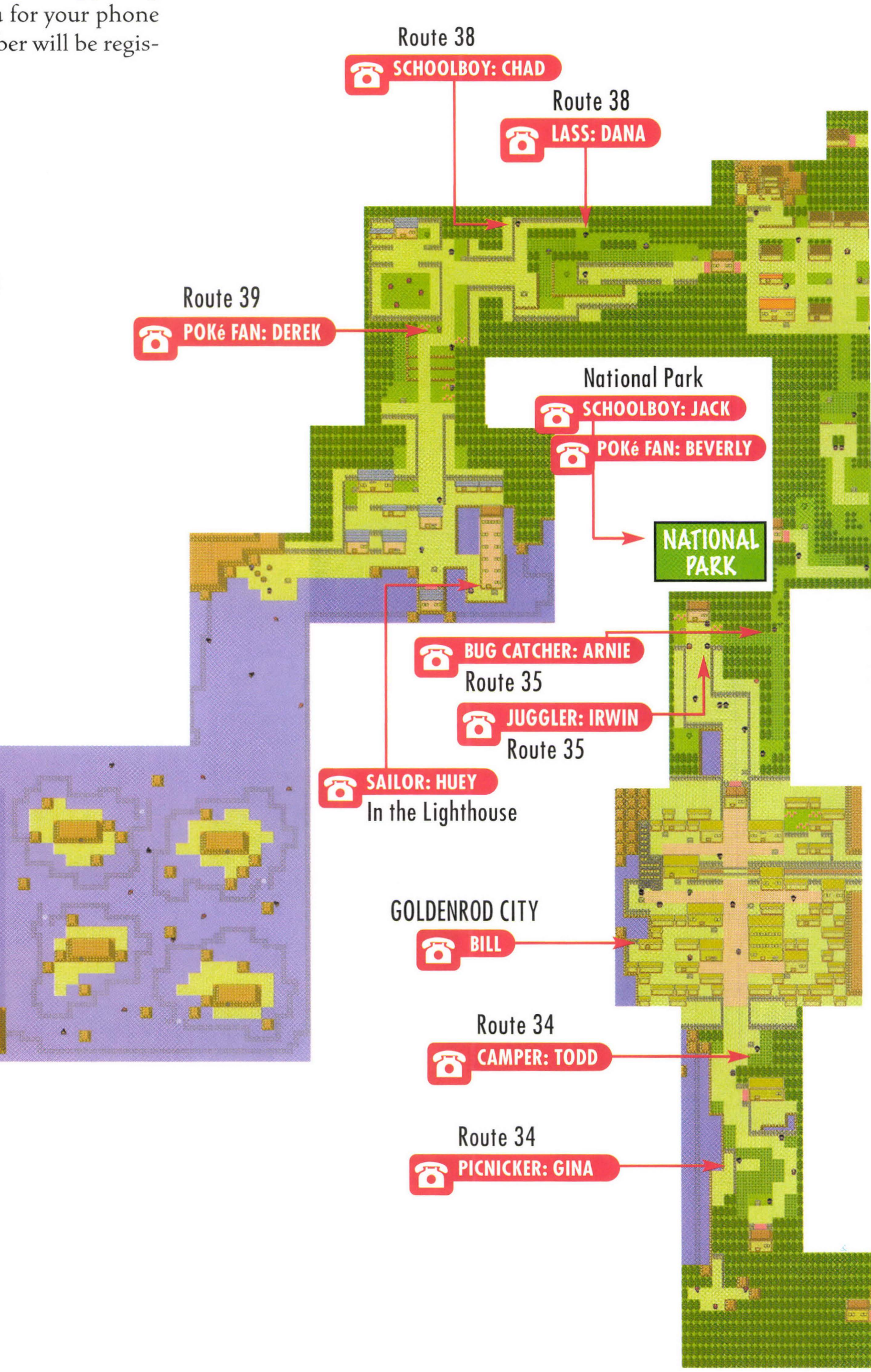
SILVER, good morning!

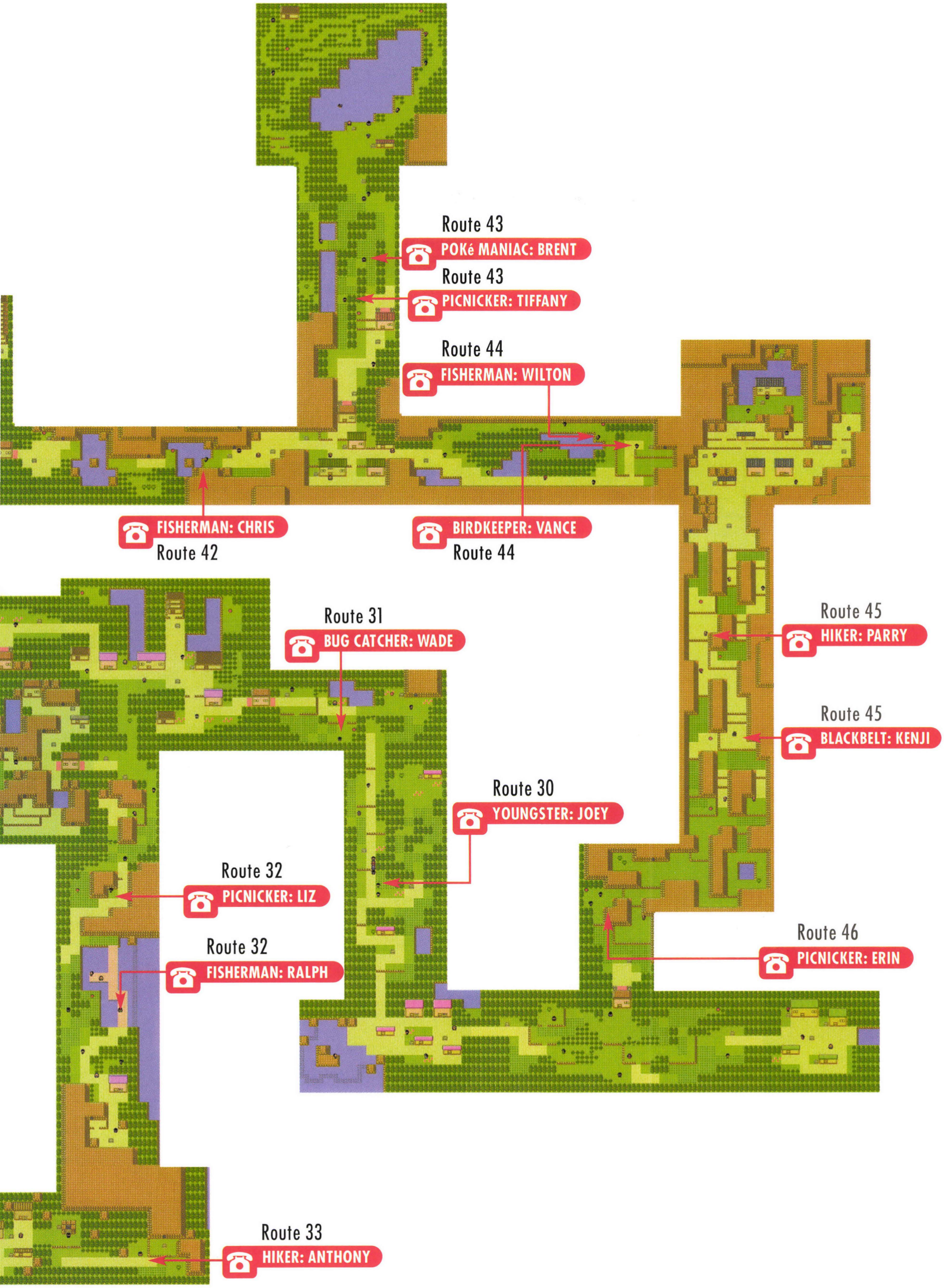


HIKER PARRY wants to battle!






Route 38
☎ SCHOOLBOY: CHAD
Route 38
☎ LASS: DANA
Route 39
☎ POKé FAN: DEREK
National Park
☎ SCHOOLBOY: JACK
☎ POKé FAN: BEVERLY
NATIONAL PARK
☎ BUG CATCHER: ARNIE
Route 35
☎ JUGGLER: IRWIN
Route 35
☎ SAILOR: HUEY
In the Lighthouse
GOLDENROD CITY
☎ BILL
Route 34
☎ CAMPER: TODD
Route 34
☎ PICNICKER: GINA

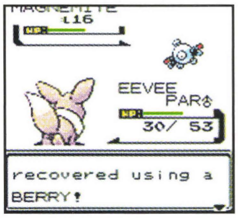

Route 43
POKé MANIAC: BRENT
Route 43
PICNICKER: TIFFANY
Route 44
FISHERMAN: WILTON
FISHERMAN: CHRIS
Route 42
BIRDKEEPER: VANCE
Route 44
Route 31
BUG CATCHER: WADE
Route 45
HIKER: PARRY
Route 45
BLACKBELT: KENJI
Route 30
YOUNGSTER: JOEY
Route 32
PICNICKER: LIZ
Route 32
FISHERMAN: RALPH
Route 46
PICNICKER: ERIN
Route 33
HIKER: ANTHONY

# Johto Tree Map

In addition to improving the scenery, some of the trees in Johto provide special items that are uniquely helpful to Pokémon Trainers. The fruit-bearing trees look different from the varieties that merely block your progress. Reap their bounty, and save yourself a trip to the Pokémon Mart.

## BERRY, BERRY GOOD

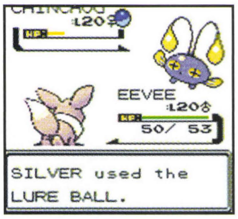
The most plentiful fruit available in Johto are different types of curative Berries. Simple Berries will restore HP to your Pokemon, much like the Potion you can buy at the Pokémon Mart. Other Berries treat debilitating conditions like burns and paralysis.


:L16
HP:
EEVEE
PAR♂
HP:
30/ 53

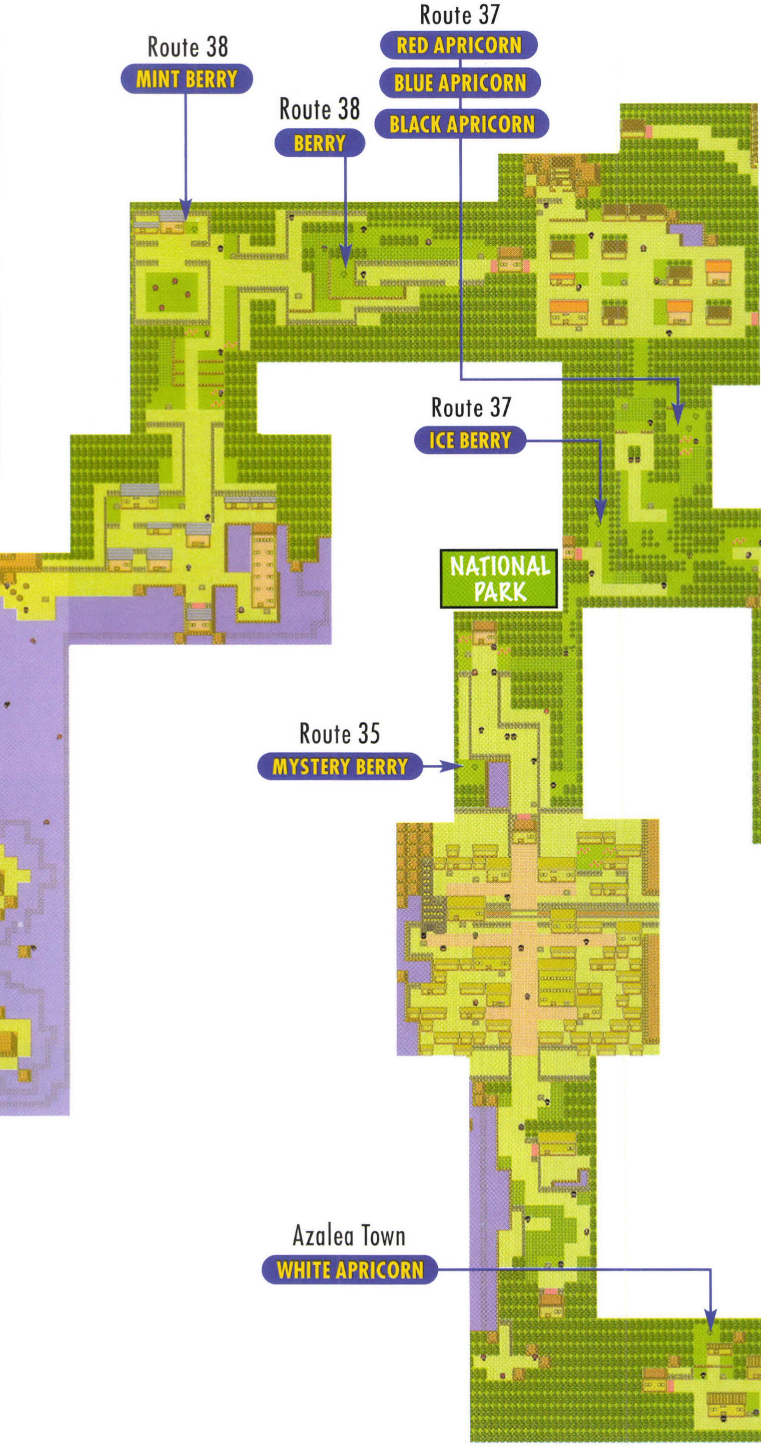
recovered using a BERRY!

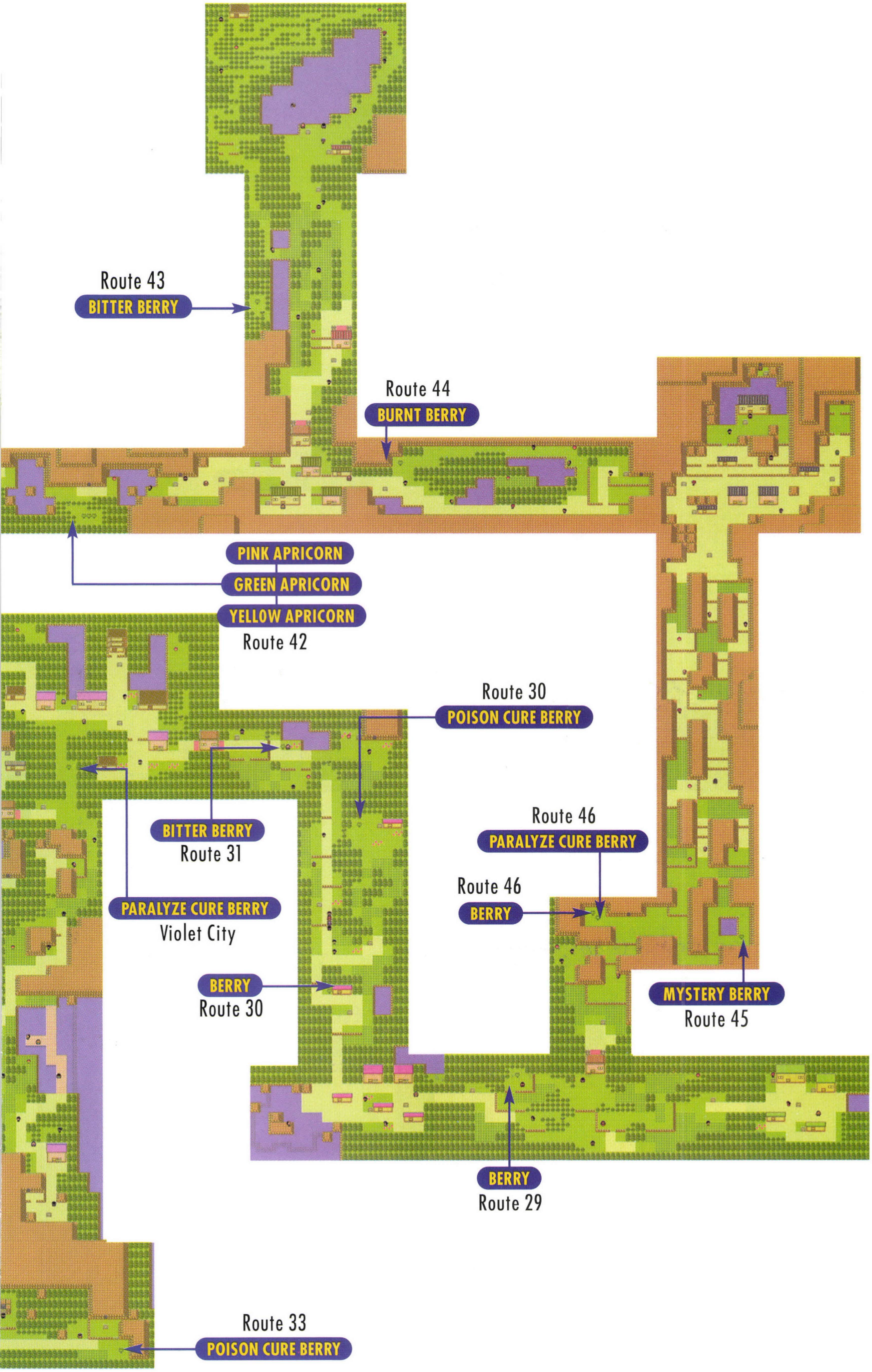
## APRICORN CRAFTS

Unlike the different Berries, Apricorns have no medicinal value, but they are extremely valuable. After you've met the Poké Ball master craftsman, Kurt, you can bring him different types of Apricorns that he'll transform into special Poké Balls.


CHINCHOU
:L20♂
HP:
EEVEE
:L20♂
HP:
50/ 53

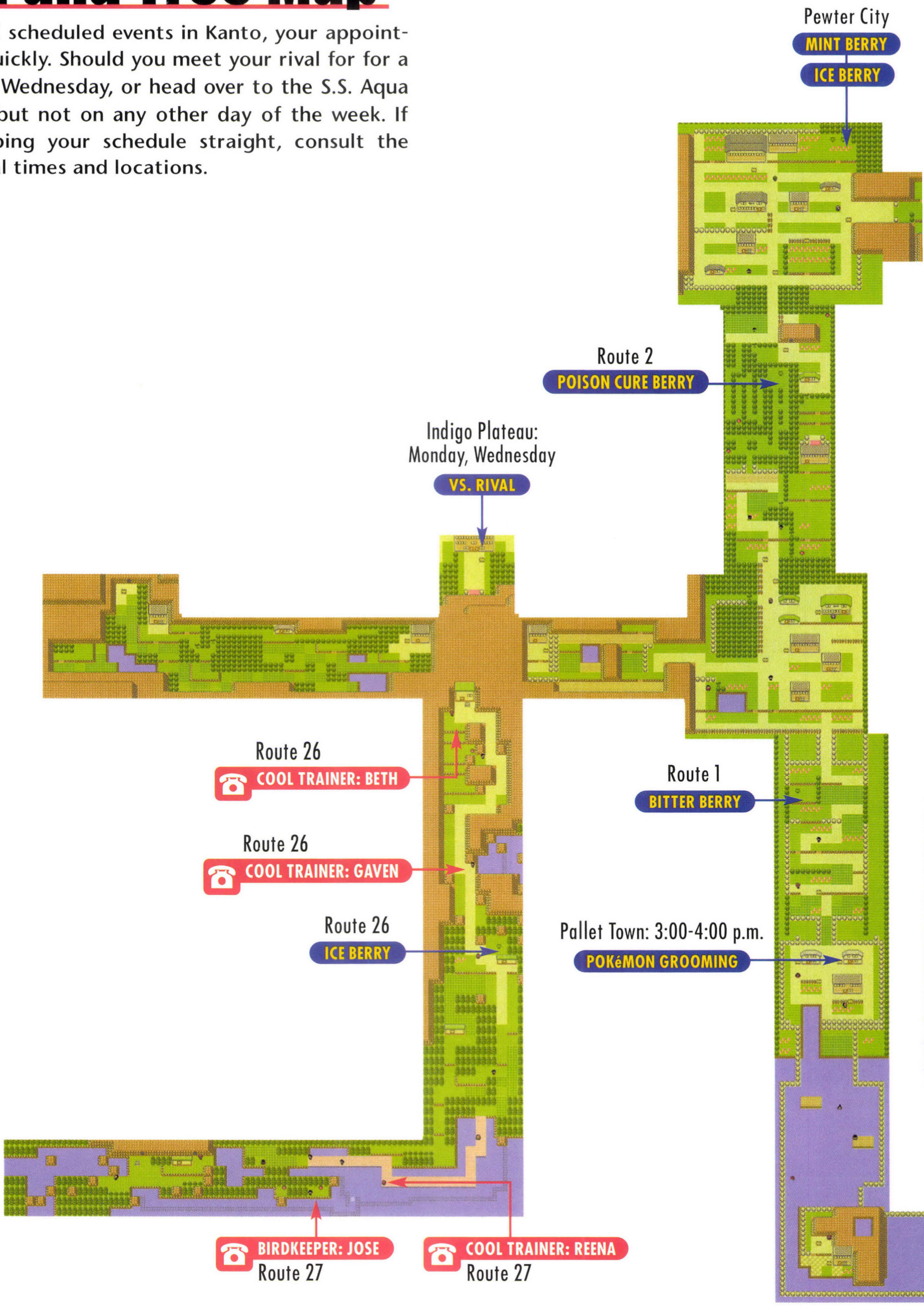
SILVER used the LURE BALL.

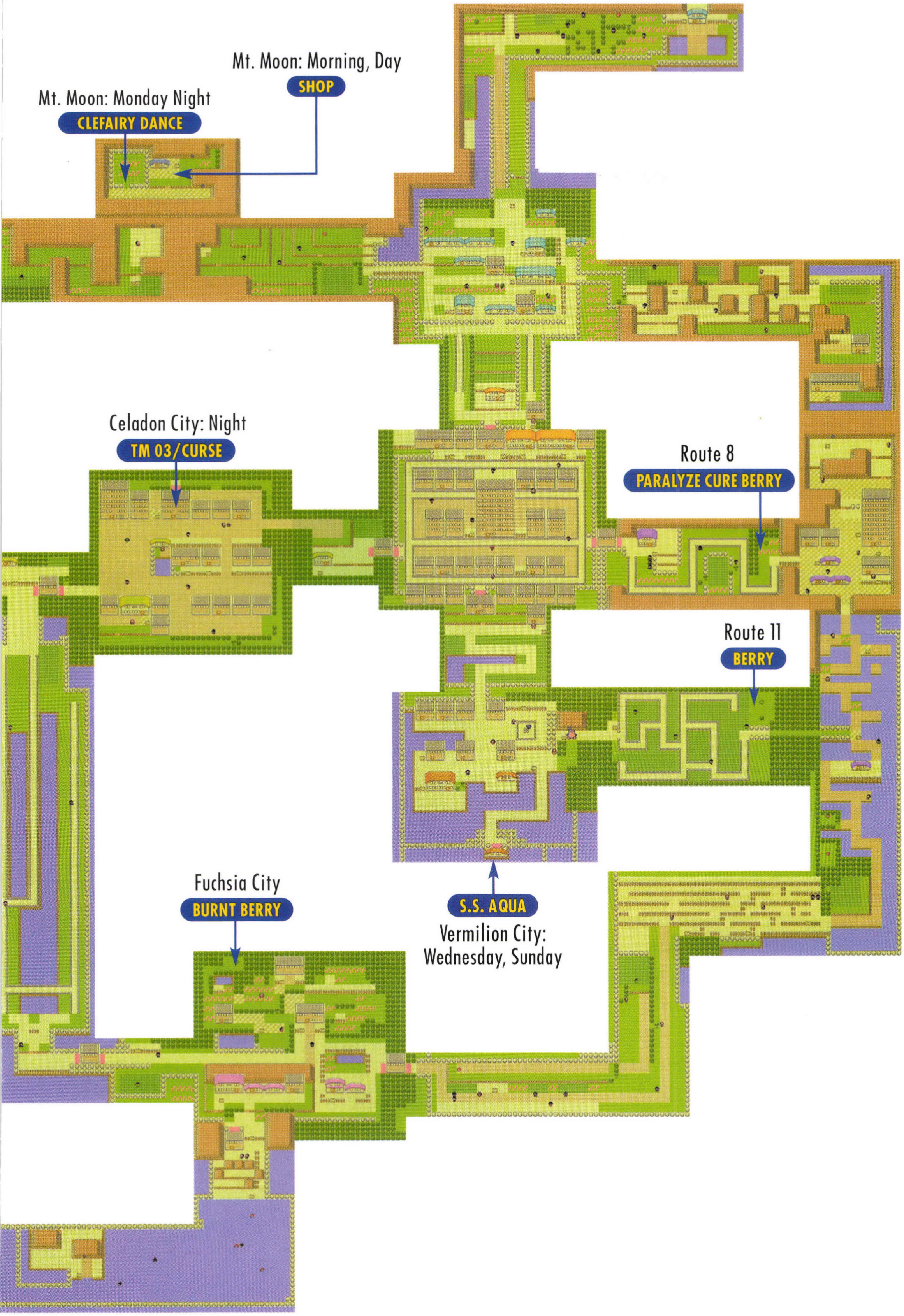

Route 38
MINT BERRY
Route 38
BERRY
Route 37
RED APRICORN
BLUE APRICORN
BLACK APRICORN
Route 37
ICE BERRY
NATIONAL PARK
Route 35
MYSTERY BERRY
Azalea Town
WHITE APRICORN


Route 43
BITTER BERRY
Route 44
BURNT BERRY
PINK APRICORN
GREEN APRICORN
YELLOW APRICORN
Route 42
Route 30
POISON CURE BERRY
BITTER BERRY
Route 31
Route 46
PARALYZE CURE BERRY
Route 46
BERRY
PARALYZE CURE BERRY
Violet City
BERRY
Route 30
MYSTERY BERRY
Route 45
BERRY
Route 29
Route 33
POISON CURE BERRY

# Kanto Weekly Event, Phone Call and Tree Map

With all the phone calls and scheduled events in Kanto, your appointment calender will fill up quickly. Should you meet your rival for for a battle at Indigo Plateau on Wednesday, or head over to the S.S. Aqua instead? You can do both, but not on any other day of the week. If you're having trouble keeping your schedule straight, consult the handy map below for critical times and locations.


Pewter City
MINT BERRY
ICE BERRY
Route 2
POISON CURE BERRY
Indigo Plateau: Monday, Wednesday
VS. RIVAL
Route 26
☎ COOL TRAINER: BETH
Route 26
☎ COOL TRAINER: GAVEN
Route 26
ICE BERRY
Route 1
BITTER BERRY
Pallet Town: 3:00-4:00 p.m.
POKéMON GROOMING
☎ BIRDKEEPER: JOSE
Route 27
☎ COOL TRAINER: REENA
Route 27



Mt. Moon: Morning, Day
**SHOP**

Mt. Moon: Monday Night
**CLEFAIRY DANCE**

Celadon City: Night
**TM 03/CURSE**

Route 8
**PARALYZE CURE BERRY**

Route 11
**BERRY**

Fuchsia City
**BURNT BERRY**

**S.S. AQUA**
Vermilion City:
Wednesday, Sunday

# ITEM LIST

## HEALTH ITEMS

| ITEM | DESCRIPTION | LOCATION | PRICE |
|---|---|---|---|
| Antidote | Cures poisoned Pokémon | Pokémon Mart/Route 31 | 100 |
| Awakening | Wakes sleeping Pokémon | Pokémon Mart/Caves | 250 |
| Berry Juice | Restores 20 HP | Give a Berry to Shuckle | - |
| Burn Heal | Heals burned Pokémon | Pokémon Mart/Towns/Caves | 250 |
| Elixir | Restores 10 PP to all abilities | Roads /Caves/Gift | - |
| Energy Root | Restores 200 HP but is very bitter | Goldenrod City | 800 |
| Energy Powder | Restores 50 HP but is very bitter | Goldenrod City | 500 |
| Ether | Restores 10 PP to one ability | Roads/Caves/Gift | - |
| Fresh Water | Restores 50 HP | Department Store/Mt. Moon | 200 |
| Full Heal | Cures any condition | Pokémon Mart/Caves | 600 |
| Full Restore | Cures any condition, restores all HP | Indigo Plateau/Caves | 3,000 |
| Heal Powder | Cures any condition but is very bitter | Goldenrod City | 450 |
| Hyper Potion | Restores 200 HP | Pokémon Mart/Roads/Caves | 1,200 |
| Ice Heal | Thaws frozen Pokémon | Pokémon Mart | 250 |
| Lemonade | Restores 80 HP | Department Store/Mt. Moon | 350 |
| Max Elixir | Restores all PP to all abilities | Roads/Caves/Gift | - |
| Max Ether | Restores all PP to one ability | Goldenrod City/Roads/Gift | - |
| Max Potion | Restores all HP | Pokémon Mart/Roads/Caves | 2,500 |
| Max Revive | Revives fainted Pokémon, restores all | Roads/Caves | - |
| MooMoo Milk | Restores 100 HP | MooMoo Farm/Wild Pokémon | 500 |
| Paralyze Heal | Cures paralyzed Pokémon | Pokémon Mart/Caves | 200 |
| Potion | Restores 20 HP | Pokémon Mart/Roads/Caves | 300 |
| Rage Candy Bar | Restores 20 HP | Mahogany Town | 200 |
| Revival Herb | Revives fainted Pokémon | Goldenrod City | 2,800 |
| Revive | Revives fainted Pokémon, restores 1/2 HP | Pokémon Mart/Roads/Caves | 1,500 |
| Sacred Ash | Revives all fainted Pokémon | Wild Pokémon | - |
| Soda Pop | Restores 60 HP | Department Store/Mt. Moon | 300 |
| Super Potion | Restores 50 HP | Pokémon Mart/Roads/Caves | 700 |

## BERRIES

| ITEM | DESCRIPTION | LOCATION |
|---|---|---|
| Berry | Restores 10 HP | National Park/Routes 29, 30, 38, 46, 11/Gift/Trade |
| Bitter Berry | Cures confused Pokémon | Blackthorn City/Routes 31, 43, 1/Gift |
| Burnt Berry | Thaws frozen Pokémon | Route 44/Fuchisa City/Pewter City/Gift/Trade |
| Gold Berry | Restores 30 HP | National Park/Gift/Trade |
| Ice Berry | Heals burned Pokémon | Pewter City/Routes 36, 26/Gift/Trade |
| Mint Berry | Wakes sleeping Pokémon | Routes 39/Pewter City/Gift |
| Miracle Berry | Heals all conditions | Gift |
| Mystery Berry | Restores PP | Routes 35, 45/Trade |
| Paralyzecure Berry | Cures paralyzed Pokémon | Violet City/Routes 46, 8/Gift |
| Poisoncure Berry | Cures poisoned Pokémon | Routes 2, 30, 33/Gift |

# ITEM LIST

## KEY ITEMS

| ITEM | DESCRIPTION | LOCATION |
|---|---|---|
| Basement Key | Opens door to Underground Path | Goldenrod City |
| Bicycle | Move twice as fast | Goldenrod City |
| Card Key | Opens Radio Tower shutter | Goldenrod City |
| Coin Case | Carry up to 9,999 coins | Goldenrod City |
| Good Rod | Improved fishing rod | Olivine City |
| Item finder | Reacts to items lying around with a sound | Ecruteak City |
| Clefairy Doll | Exchange for Pass at Saffron City | Vermilion City |
| Machine Part | Give to Power Plant Manager | Cerulean City |
| Mystery Egg | Togepi is born | Route 30 |
| Old Rod | Item for fishing for Pokémon | Route 32 |
| Pass | Ride on the Magnet Train | Saffron City |
| Rainbow Wing | Allows Traines to climb Tin Tower | Goldenrod City (Gold)/Pewter City (Silver) |
| Red Scale | Exchange for Experience Share on Route 30 | Lake of Rage |
| S.S. Ticket | Ride the boat S.S. Aqua | New Bark Town |
| Secret Potion | Heals Amphy in the Lighthouse | Cianwood City |
| Silver Wing | Lugia appears at Whirl Island | Goldenrod City (Silver)/Pewter City (Gold) |
| Squirtbottle | Move the Sudowoodo on Route 36 | Goldenrod City |
| Super Rod | Best fishing rod | Route 12 |

## HELPFUL ITEMS

| ITEM | DESCRIPTION | LOCATION | PRICE |
|---|---|---|---|
| Escape Rope | Provides a quick escape from towers and caves | Pokémon Mart/Caves | 550 |
| Expn Card | Allows you to listen to the radio in Kanto | Lavender Town | |
| Map Card | The Pokégear's Map | Cherrygrove City | |
| Max Repel | Repels weak Pokémon for 250 steps | Pokémon Mart/Gift | 700 |
| Poké Doll | Provides escape from wild Pokémon | Department Store/Mt. Moon | 1,000 |
| Pokédex | Stores Pokémon data | Route 30 | |
| Radio Card | Lets you listen to the radio with the PokéGear | Goldenrod City | |
| Repel | Repels weak Pokémon for 100 steps | Pokémon Mart/Mt. Moon | 350 |
| Super Repel | Repels weak Pokémon for 200 steps | Pokémon Mart/Gift | 500 |
| Unown Dex | Pokédex shows the Unown you caught in order | Ruins of Alph | - |

## APRICORNS

| ITEM | DESCRIPTION | LOCATION |
|---|---|---|
| Black Apricorn | Raw material for Heavy Ball | Route 37 |
| Blue Apricorn | Raw material for Lure Ball | Route 37 |
| Green Apricorn | Raw material for Friend Ball | Route 42 |
| Pink Apricorn | Raw material for Love Ball | Route 42 |
| Red Apricorn | Raw material for Level Ball | Route 37 |
| White Apricorn | Raw material for Fast Ball | Azalea Town |
| Yellow Apricorn | Raw material for Moon Ball | Route 42 |

# ITEM LIST

## ABILITY UP

| ITEM | DESCRIPTION | LOCATION | PRICE |
|---|---|---|---|
| Amulet Coin | Doubles the money won in battle | Goldenrod City | |
| Berserk Gene | Increases attack by 2 levels, confuses | Cerulean City | |
| Black Belt | Increases power of Fighting-type attacks | Lake of Rage | |
| Black Glasses | Increases power of Dark-type attacks | Dark Cave | |
| Bright Powder | Lowers opponent's accuracy | Trade/Wild | |
| Calcium | Raises Special Attack/Defense | Department Store/Roads/Caves | 9,800 |
| Carbos | Raises speed | Department Store/Roads/Caves | 9,800 |
| Charcoal | Increases power of Fire-type attacks | Azalea Town | 9,800 |
| Cleanse Tag | Makes it difficult to run into wild Pokémon | Route 5 | |
| Dire Hit | Good chance of a Critical Hit (one battle)) | Pokémon Mart/Roads/Caves | 650 |
| Dragon Fang | Increases power of Dragon-type attacks | Dragon's Den | |
| Dragon Scale | Evolves Pokémon | Mt. Mortar/Trade/Wild | |
| Everstone | Prevents a Pokémon from evolving | New Bark Town/Roads/Trade/Wild | |
| Exp. Share | One Pokemon receives half of all Exp. points | Goldenrod City/ Route 30 | |
| Fire Stone | Evolves Pokémon | Gift | |
| Focus Band | Prevents a Pokémon from fainting | Saffron City | |
| Guard Spec. | Guards against Special Attacks (one battle) | Department Store/Caves/Gift | 700 |
| Hard Stone | Increases power of Rock-type attacks | Route 36 | |
| HP Up | Raises HP | Dept. Store/ Mart/Roads/Caves/Gift | 9,800 |
| Iron | Raises defensive power points | Department Store/Caves | 9,800 |
| King's Rock | Makes opponent retreat/evolves Pokémon | Slowpoke Well/Trade/Wild | |
| Leaf Stone | Evolves Pokémon | Gift | |
| Leftovers | Gradually restores points during battle | Celadon City/Trade/Wild | |
| Light Ball | Doubles Pikachu's special attacks | Trade/Wild | |
| Lucky Egg | Grants more exp. points after a battle | Trade/Wild | |
| Lucky Punch | Good chance of a Critical Hit | Trade/Wild | |
| Magnet | Increases power of Electric-type attacks | Route 37 | |
| Metal Coat | Increases power of Steel-type attacks | S.S. Aqua/Trade/Wild | |
| Metal Powder | Increases Ditto's defensive power | Trade/Wild | |
| Miracle Seed | Increases power of Grass-type attacks | Route 32 | |
| Moon Stone | Evolves Pokémon | Mom/ Route 27/Trade/Wild | |
| Mystic Water | Increases power of Water-type attacks | Cherrygrove City | |
| Nevermelt Ice | Increases power of Ice-type attacks | Ice Path | |
| Pink Bow | Increases power of Normal-type attacks | Route 29/Goldenrod City | |
| Poison Barb | Increases power of Poison-type attacks | Route 32/Trade/Wild | |
| Polkadot Bow | Increases power of Normal-type attacks | Trade/Wild | |
| PP Up | Raises PP | Town/Roads/Caves/Gift | |
| Protein | Raises attack points | Department Store/Roads/Caves | 9,800 |
| Quick Claw | Good chance of attacking first | National Park/Trade/Wild | |
| Rare Candy | Raises Pokémon's level by one | Town/Roads/Caves | |
| Scope Lens | Good chance of a Critical Hit | Gift | |
| Sharp Beak | Increases power of Flying-type attacks | Route 40/Trade/Wild | |

| ITEM | DESCRIPTION | LOCATION | PRICE |
|---|---|---|---|
| Silver Powder | Increases power of Bug-type attacks | Trade/Wild | |
| Smoke Ball | Provides escape from wild Pokémon | Goldenrod City | |
| Soft Sand | Increases power of Ground-type attacks | Route 34 | |
| Spell Tag | Increases power of Ghost-type attacks | Blackthorn City/Trade/Wild | |
| Stick | Increases power of Farfetch'd's attacks | Trade/Wild | |
| Sun Stone | Evolves Pokémon | National Park | |
| Thick Club | Increases Cubone/Marowak phys. attack | Trade/Wild | |
| Thunder Stone | Evolves Pokémon | Gift | |
| Twisted Spoon | Increases power of Psychic-type attacks | Trade/Wild | |
| Up-Grade | Evolves a specific Pokémon | Saffron City | |
| Water Stone | Evolves Pokémon | Gift | |
| X Accuracy | Increases accuracy (one battle) | Department Store/Town/Caves | 950 |
| X Attack | Increases attack power (one battle) | Pokémon Mart/Caves/Gift | 500 |
| X Defend | Increases defnese (one battle) | Pokémon Mart/Caves/Gift | 550 |
| X Special | Raises Special Attack power (one battle) | Pokémon Mart/Roads/Caves/Gift | 350 |
| X Speed | Increases speed (one battle) | Pokémon Mart/Caves | 350 |

## ITEMS TO SELL

| ITEM | DESCRIPTION | LOCATION | PRICE |
|---|---|---|---|
| Big Mushroom | Can be sold at a Pokémon Mart | Trade/Wild | |
| Big Pearl | Can be sold for a high price | Goldenrod City/Trade/Wild | 3,500 |
| Brick Piece | Can be sold at a Pokémon Mart | Trade/Wild | |
| Gold Leaf | Can be sold at a Pokémon Mart | Trade/Wild | |
| Nugget | Can be sold for a high price | Roads/Caves/Gift/Goldenrod City | 4,500 |
| Pearl | Can be sold for a high price | Goldenrod City/Trade/Wild | 650 |
| Silver Leaf | Can be sold at a Pokémon Mart | Trade/Wild | |
| Star Piece | Can be sold for a high price | Goldenrod City/Trade/Wild | 4,600 |
| Star Dust | Can be sold for a high price | Goldenrod City/Trade/Wild | 900 |
| Slowpoke Tail | Can be sold for a high price | Mahogany Town | 9,800 |
| Tiny Mushroom | Can be sold for a low price | Mahogany Town/Trade/Wild | 500 |

## BALLS

| ITEM | DESCRIPTION | LOCATION | PRICE |
|---|---|---|---|
| Fast Ball | Catches Pokémon that escape quickly | Azalea Town (Give Kurt White Apricorn) | |
| Friend Ball | Pokémon becomes very attached to you | Azalea Town (Give Kurt Green Apricorn) | |
| Great Ball | Catches Pokemon better than Poké Ball | Pokémon Mart/Roads/Caves/Gift | 600 |
| Heavy Ball | Easily catches heavy Pokémon | Azalea Town (Give Kurt Black Apricorn) | |
| Level Ball | Catches Pokémon at lower level than yours | Azalea Town (Give Kurt Red Apricorn) | |
| Love Ball | Easily catches opposite-sex Pokémon | Azalea Town (Give Kurt Pink Apricorn) | |
| Lure Ball | Makes fishing for Pokémon easy | Azalea Town (Give Kurt Blue Apricorn) | |
| Master Ball | Always catches Pokémon | Goldenrod City/New Bark Town | |
| Moon Ball | Catches Moon Stone-related Pokemon | Azalea Town (Give Kurt Yellow Apricorn) | |
| Poké Ball | Catches Pokémon | Pokémon Mart/Route 31 | 200 |
| Ultra Ball | Catches Pokémon better than Great Ball | Pokémon Mart/Roads/Caves | 1,200 |

# ITEM LIST

## MAIL

| ITEM | DESCRIPTION | LOCATION | PRICE |
|---|---|---|---|
| Eon Mail | Paper w/Eevee's silhouette | Gift | |
| Flower Mail | Paper w/flower pattern | Violet/Azalea/Goldenrod/Saffron/Mahogany/Fuchsia | 50 |
| Liteblue Mail | Paper w/Dratini pattern | Vermilion City | 50 |
| Lovely Mail | Paper w/hearts | Celadon City | 50 |
| Morph Mail | Paper w/Ditto's silhouette | Gift | |
| Music Mail | Paper w/Natu pattern | Gift | |
| Portrait Mail | Prints any Pokémon | Mt. Moon | 50 |
| Surf Mail | Paper w/Lapras pattern | Olivine City/Cerulean City/Celadon City | 50 |

## DECORATIVE ITEMS

| ITEM | DESCRIPTION | ITEM | DESCRIPTION |
|---|---|---|---|
| Big Lapras Doll | Mystery Gift | NES | Mystery Gift |
| Big Onix Doll | Mystery Gift | N64 | Mystery Gift |
| Big Snorlax Doll | Mom's Shopping | Normal Box | Mystery Gift, Traded Pokemon |
| Blue Carpet | Mystery Gift | Oddish Doll | Mom's Shopping |
| Bulbasaur Doll | Mystery Gift | Pikachu Doll | Mom's Shopping |
| Charmander Doll | Mom's Shopping | Pikachu Poster | Mystery Gift |
| Clefairy Doll | Mom's Shopping | Pink Bed | Mystery Gift |
| Clefairy Poster | Mystery Gift | Poliwag Doll | Mom's Shopping |
| Diglett Doll | Mom's Shopping | Polkadot Bed | Mystery Gift |
| Feathery Bed | Have from the beginning | Red Carpet | Mystery Gift |
| Gengar Doll | Mom's Shopping | Shellder Doll | Mom's Shopping |
| Geodude Doll | Mom's Shopping | Silver Trophy | Traded Pokémon |
| Gold Trophy | Traded Pokemon | Squirtle Doll | Mom's Shopping |
| Gorgeous Box | Mystery Gift, Traded Pokemon | Staryu Doll | Mom's Shopping |
| Green Carpet | Mystery Gift | Super NES | Mystery Gift |
| Grimer Doll | Mom's Shopping | Surfing Pikachu Doll | Mystery Gift |
| Jigglypuff Doll | Mystery Gift | Town Map | Have from the beginning |
| Jligglypuff Poster | Mystery Gift | Tropicplant | Mystery Gift |
| Jumboplant | Mystery Gift | Virtual Boy | Mystery Gift |
| Machop Doll | Mom's Shopping | Voltorb Doll | Mom's Shopping |
| Magikarp Doll | Mom's Shopping | Weedle Doll | Mom's Shopping |
| Magnaplant | Mystery Gift | Yellow Carpet | Mystery Gift |

# TECHNICAL MACHINE LIST

| TM | ABILITY | PLACE | PRICE |
|---|---|---|---|
| 01 | Dynamic Punch | Cianwood City | |
| 02 | Headbutt | Ilex Forest/Goldenrod City | 2,000 |
| 03 | Curse | Celadon City | |
| 04 | Rollout | Route 35 | |
| 05 | Roar | Route 32 | |
| 06 | Toxic | Fuchsia City | |
| 07 | Zap Cannon | Power Plant | |
| 08 | Rock Smash | Route 36/Goldenrod City | 1,000 |
| 09 | Psych Up | Trade | |
| 10 | Hidden Power | Lake of Rage/Celadon City | 3,000 |
| 11 | Sunny Day | Goldenrod City/Celadon City | 2,000 |
| 12 | Sweet Scent | Route 34 | |
| 13 | Snore | Dark Cave/MooMoo Farm | |
| 14 | Blizzard | Goldenrod City | COIN 5,500 |
| 15 | Hyper Beam | Celadon City | COIN 7,500 |
| 16 | Icy Wind | Mahogany Town | |
| 17 | Protect | Celadon City | 3,000 |
| 18 | Rain Dance | Slowpoke Well/Celadon City | 2,000 |
| 19 | Giga Drain | Celadon City | |
| 20 | Endure | Burned Tower | |
| 21 | Frustration | Goldenrod City | |
| 22 | Solarbeam | Route 27 | |
| 23 | Iron Tail | Olivine City | |
| 24 | Dragonbreath | Dragon's Den | |
| 25 | Thunder | Goldenrod City | COIN 5,500 |
| 26 | Earthquake | Victory Road | |
| 27 | Return | Goldenrod City | |
| 28 | Dig | National Park | |
| 29 | Psychic | Saffron City/Celadon City | COIN 3,500 |
| 30 | Shadow Ball | Ecruteak City | |
| 31 | Mud-Slap | Violet City | |
| 32 | Double Team | Celadon City | COIN 1,500 |
| 33 | Ice Punch | Goldenrod City/Trade | 3,000 |
| 34 | Swagger | Lighthouse | |
| 35 | Sleep Talk | Goldenrod City | |
| 36 | Sludge Bomb | Route 43 | |
| 37 | Sand Storm | Route 27/Celadon City | 2,000 |
| 38 | Fire Blast | Goldenrod City | COIN 5,500 |
| 39 | Swift | Union Cave | |
| 40 | Defense Curl | Mt. Mortar | |
| 41 | Thunder Punch | Goldenrod City | 3,000 |
| 42 | Dream Eater | Viridian City | |
| 43 | Detect | Lake of Rage/Trade | |
| 44 | Rest | Ice Path | |
| 45 | Attract | Goldenrod City | |
| 46 | Thief | Mahogany Town | |
| 47 | Steel Wing | Rock Tunnel/Route 28 | |
| 48 | Fire Punch | Goldenrod City | 3,000 |
| 49 | Fury Cutter | Azalea Town | |
| 50 | Nightmare | Route 31 | |

# HIDDEN MACHINE LIST

| HM | ABILITY | PLACE |
|---|---|---|
| 01 | Cut | Ilex Forest |
| 02 | Fly | Cianwood City |
| 03 | Surf | Ecruteak City |
| 04 | Strength | Olivine City |
| 05 | Flash | Sprout Tower |
| 06 | Whirlpool | Rocket Hideout |
| 07 | Waterfall | Ice Path |

🟩 Special Attack

☐ Physical Attack

# ABILITIES & ATTACKS

| ABILITY | TYPE | AT | AR | PP | EFFECT | TM/HM |
|---|---|---|---|---|---|---|
| Absorb | GRS | 20 | 100 | 20 | Restores your HP equal to half the damage caused to opponent | |
| Acid | PSN | 40 | 100 | 30 | 10% chance of lowering defensive power by one level | |
| Acid Armor | PSN | - | - | 40 | Raises your defensive power by two levels | |
| Aeroblast | FLY | 100 | 95 | 5 | Good chance for a Critical Hit | |
| Agility | PSY | - | - | 30 | Raises your speed by 2 levels | |
| Amnesia | PSY | - | - | 20 | Raises your special defense by 2 levels | |
| Ancient Power | RCK | 60 | 100 | 5 | 10% chance all abilites will rise one level | |
| Attract | NRM | - | 100 | 15 | 50% chance of preventing opponent of opposite sex from attacking | 45 |
| Aurora Beam | ICE | 65 | 100 | 20 | 10% chance of lowering opponent's attack power by one level | |
| Barrage | NRM | 15 | 85 | 20 | Attack 2-5 times consecutively in one turn | |
| Barrier | PSY | - | - | 30 | Raises your defensive power by two levels | |
| Baton Pass | NRM | - | - | 40 | Allows you to switch to another Pokémon during battle. | |
| Beat Up | DRK | 10 | 100 | 10 | Attack opponent a number of times equal to your number of healthy Pokémon | |
| Belly Drum | NRM | - | - | 10 | Raises attack power to maximum, and lowers HP by half | |
| Bide | NRM | - | 100 | 10 | Damage received is doubled and shot back at opponent for 2-3 turns | |
| Bind | NRM | 15 | 75 | 20 | Prevents escape, attacks opponent continuously for 2-5 turns | |
| Bite | DRK | 60 | 100 | 25 | 10% chance of making opponent back off | |
| Blizzard | ICE | 120 | 70 | 5 | 30% chance of freezing opponent | 14 |
| Body Slam | NRM | 85 | 100 | 15 | 30% chance of paralyzing opponent | |
| Bone Club | GRD | 65 | 85 | 20 | 10% chance of making opponent back off | |
| Bone Rush | GRD | 25 | 80 | 10 | Attack 2-5 times in a row in one turn | |
| Bonemerang | GRD | 50 | 90 | 10 | Attack twice in a row in one turn | |
| Bubble | WTR | 20 | 100 | 30 | 10% chance of lowering opponent's speed by one level | |
| Bubblebeam | WTR | 65 | 100 | 20 | 10% chance of lowering opponent's speed by one level | |
| Charm | NRM | - | 100 | 20 | Lowers opponent's attack power by two levels | |
| Clamp | WTR | 35 | 75 | 10 | Prevents escape, continuously attacks for 2-5 turns | |
| Comet Punch | NRM | 18 | 85 | 15 | Attack 2-5 times consecutively in one turn | |
| Confuse Ray | GHO | - | 100 | 10 | Confuses an opponent | |
| Confusion | PSY | 50 | 100 | 25 | 10% chance of confusing an opponent | |
| Constrict | NRM | 10 | 100 | 35 | 10% chance of lowering opponent's speed by one level | |
| Conversion | NRM | - | - | 30 | Changes your type into one of your attack types | |
| Conversion 2 | NRM | - | 100 | 30 | Change your type into one that your opponent's attack is weak against | |
| Cotton Spore | GRS | - | 85 | 40 | Lowers opponent's speed by two levels | |
| Counter | FTG | - | 100 | 20 | Attack turn will be second, but doubles opponent's damage and shoots it back | |
| Crabhammer | WTR | 90 | 85 | 10 | Good Chance for a Critical Hit | |
| Cross Chop | FTG | 100 | 80 | 5 | Good chance for a Critical Hit | |
| Crunch | DRK | 80 | 100 | 5 | 20% chance of lowering opponent's special defensive power by one level | |
| Curse | GHO | - | - | 10 | If a Ghost-type uses it, HP is lowered by 1/2 and opponent's HP drops every turn | 03 |
| Cut | NRM | 50 | 95 | 30 | Normal attack/Cut down small trees | HM 01 |
| Defense Curl | NRM | - | - | 40 | Raises defense by one level | 40 |
| Destiny Bond | GHO | - | - | 5 | If Pokémon that uses this faints, opponent also faints | |
| Detect | FTG | - | - | 5 | Wards off attacks for one turn, success rate falls if used continuously | 43 |
| Dig | GRD | 60 | 100 | 10 | On first turn digs in ground, attacks on second turn/escape from caves | 28 |
| Disable | NRM | - | 55 | 20 | Opponent cannot use most recent attack for a number of turns | |
| Dizzy Punch | NRM | 70 | 100 | 10 | 20% chance of confusing opponent | |
| Double Kick | FTG | 30 | 100 | 30 | Attacks twice in a row during one turn | |
| Double Team | NRM | - | - | 15 | Raises your evasion by one level | 32 |
| Double-edge | NRM | 120 | 100 | 15 | You receive 1/4 of the damage caused to opponent | |

# ABILITIES & ATTACKS

| ABILITY | TYPE | AT | AR | PP | EFFECT | TM/HM |
|---|---|---|---|---|---|---|
| Double Slap | NRM | 15 | 85 | 10 | Attack 2-5 times in a row in one turn | |
| Dragonrage | DRG | - | 100 | 10 | Causes 40 points damage regardless of ability | |
| Dragonbreath | DRG | 60 | 100 | 20 | 30% chance of paralyzing opponent | 24 |
| Dream Eater | PSY | 100 | 100 | 15 | While opponents sleep, steal HP equal to half the damage caused | 42 |
| Drill Peck | FLY | 80 | 100 | 20 | Normal attack | |
| Dynamicpunch | FTG | 100 | 50 | 5 | If attack hits, opponent will be confused | 01 |
| Earthquake | GRD | 100 | 100 | 10 | Normal attack | 26 |
| Egg Bomb | NRM | 100 | 75 | 10 | Normal attack | |
| Ember | FIR | 40 | 100 | 25 | Burns opponent | |
| Encore | NRM | - | 100 | 5 | Forces opponent to use the attack it used most recently 2-6 times | |
| Endure | NRM | - | - | 10 | Even if hit you'll be left with one HP, rate of success drops if used continuously | 20 |
| Explosion | NRM | 250 | 100 | 5 | After using it, you will faint | |
| Extreme Speed | NRM | 80 | 100 | 5 | Always strikes first | |
| Faint Attack | DRK | 60 | - | 20 | Attack will always hit | |
| False Swipe | NRM | 40 | 100 | 40 | Always leaves opponent with 1 HP | |
| Fire Blast | FIR | 120 | 85 | 5 | 10% chance of burning opponent | 38 |
| Fire Punch | FIR | 75 | 100 | 15 | 10% chance of burning opponent | 48 |
| Fire Spin | FIR | 15 | 70 | 15 | Prevents escape/Attack continuously for 2-5 turns | |
| Fissure | GRD | - | 30 | 5 | Opponents faint in one shot if hit | |
| Flail | NRM | - | 100 | 15 | The lower your remaining HP, the more damage caused to opponent | |
| Flame Wheel | FIR | 60 | 100 | 25 | 10% chance of burning opponent, ice is melted if opponent is frozen | |
| Flame Thrower | FIR | 95 | 100 | 15 | 10% chance of burning opponent | |
| Flash | NRM | - | 70 | 20 | Lowers an opponent's accuracy one level/lights up dark places | HM 05 |
| Fly | FLY | 70 | 95 | 15 | Fly up on first turn, attack on second/fly back to places you already visited | HM 02 |
| Focus Energy | NRM | - | - | 30 | Attack used following this will have a good chance for a Critical Hit | |
| Foresight | NRM | - | 100 | 40 | Returns evasion rate to normal, Normal- and Fighting-types hit Ghost-types | |
| Frustration | NRM | - | 100 | 20 | Power of attack increases based on attachment of Pokémon to its Trainer | 21 |
| Fury Attack | NRM | 15 | 85 | 20 | Attack 2-5 times in a row in one turn | |
| Fury Cutter | BUG | 10 | 95 | 20 | Power of attack doubles every time it's used until you miss | 49 |
| Fury Swipes | NRM | 18 | 80 | 15 | Attack 2-5 times in a row in one turn | |
| Future Sight | PSY | 80 | 90 | 15 | Attacks opponent after 2 turns | |
| Giga Drain | GRS | 60 | 100 | 5 | Restores your HP equal to half of the damage caused to opponent | 19 |
| Glare | NRM | - | 75 | 30 | Paralyzes opponent | |
| Growl | NRM | - | 100 | 40 | Lowers opponent's attack power by one level | |
| Growth | GRS | - | - | 40 | Raises your special attack by one level | |
| Guillotine | NRM | - | 30 | 5 | If attack hits, opponent will be defeated by one hit | |
| Gust | FLY | 40 | 100 | 35 | Normal attack | |
| Harden | NRM | - | - | 30 | Raises your defensive power by one level | |
| Haze | ICE | - | - | 30 | Recovers your and opponent's abilities to normal | |
| Headbutt | NRM | 70 | 100 | 15 | 30% chance of making an opponent back off /shakes trees | 02 |
| Heal Bell | NRM | - | - | 5 | Cures all your Pokémon of bad conditions | |
| Hi Jump Kick | FTG | 85 | 95 | 20 | If attack misses, receive 1/8 of damage it would have caused | |
| Hidden Power | NRM | - | 100 | 15 | Power and attack type vary depending on the Pokémon that uses it | 10 |
| Horn Attack | NRM | 65 | 100 | 25 | Normal attack | |
| Horn Drill | NRM | - | 30 | 5 | One hit will make opponent faint | |
| Hydro Pump | WTR | 120 | 80 | 5 | Normal attack | |
| Hyper Beam | NRM | 150 | 90 | 5 | Pokémon can't attack on next turn | 15 |
| Hyper Fang | NRM | 80 | 90 | 15 | 10% chance of making an opponent back off | |
| Hypnosis | PSY | - | 60 | 20 | Makes opponent fall asleep | |
| Ice Beam | ICE | 95 | 100 | 10 | 10% chance of freezing opponent | |

# ABILITIES & ATTACKS

| ABILITY | TYPE | AT | AR | PP | EFFECT | TM/HM |
|---|---|---|---|---|---|---|
| Ice Punch | ICE | 75 | 100 | 15 | 10% chance of freezing an opponent | 33 |
| Icy Wind | ICE | 55 | 95 | 15 | If attack hits it lowers opponent's speed by one level | 16 |
| Iron Tail | STL | 100 | 75 | 15 | 30% chance of lowering opponent's defense one level | 23 |
| Jump Kick | FTG | 70 | 95 | 25 | If attack misses, receive 1/8 of damage that it would have caused | |
| Karate Chop | FTG | 50 | 100 | 25 | Good chance for a Critical Hit | |
| Kinesis | PSY | - | 80 | 15 | Lowers opponent's accuracy by one level | |
| Leech Life | BUG | 20 | 100 | 15 | Restores your HP equal to half of the damage caused to opponent | |
| Leech Seed | GRS | - | 90 | 10 | Steals HP and restores your HP on every turn, even if Pokémon is substituted | |
| Leer | NRM | - | 100 | 30 | Lowers opponent's defense by one level | |
| Lick | GHO | 20 | 100 | 30 | 30% chance of paralyzing opponent | |
| Light Screen | PSY | - | - | 30 | Special attack damage halved for 5 turns, even for substituted Pokémon | |
| Lock-on | NRM | - | 100 | 5 | Attack on next turn will always hit | |
| Lovely Kiss | NRM | - | 75 | 15 | Makes an opponent sleep | |
| Low Kick | FTG | 50 | 90 | 20 | 30% chance of making an opponent back off | |
| Mach Punch | FTG | 40 | 100 | 30 | Always strike first | |
| Magnitude | GRD | - | 100 | 30 | Changes power to 10, 30, 50, 70, 90, 110 or 150 | |
| Mean Look | NRM | - | 100 | 5 | Opponent cannot escape while the Pokémon that used it is in battle | |
| Meditate | PSY | - | - | 40 | Raises your attack power by one level | |
| Mega Drain | GRS | 40 | 100 | 10 | Restores HP equal to half of damage caused by opponent | |
| Mega Kick | NRM | 120 | 75 | 5 | Normal attack | |
| Mega Punch | NRM | 80 | 85 | 20 | Normal attack | |
| Megaphone | BUG | 120 | 85 | 10 | Normal attack | |
| Metal Claw | STL | 50 | 95 | 35 | 10% chance of raising your attack power by one level | |
| Metronome | NRM | - | - | 10 | Randomly uses an attack from entire repertoire | |
| Milk Berry | NRM | - | - | 10 | Restores half of HP/splits 1/5 of HP among your other Pokémon | |
| Mimic | NRM | - | 100 | 10 | Copies opponent's attack and uses it during that battle, must attack second | |
| Mind Reader | NRM | - | 100 | 5 | Next attack will always hit | |
| Minimize | NRM | - | - | 20 | Raises your evasion by one level | |
| Mirror Coat | PSY | - | 100 | 20 | Your attack will be second, double opponent's special attack power and shoot it back | |
| Mirror Move | FLY | - | - | 20 | Uses same attack opponent did | |
| Mist | ICE | - | - | 30 | Keeps attacks that lower abilities from working | |
| Moon Light | NRM | - | - | 5 | Restores HP/effect depends on the time of day | |
| Morning Sun | NRM | - | - | 5 | Restores HP/effect depends on the time of day. | |
| Mud-Slap | GRD | 20 | 100 | 10 | Lowers opponent's accuracy by one level | 31 |
| Night Shade | GHO | - | 100 | 15 | Causes damage equal to your level, regardless of ability | |
| Nightmare | GHO | - | 100 | 15 | Gives an opponent nightmares, works only when opponent is asleep | 50 |
| Octazooka | WTR | 65 | 85 | 10 | 50% chance of lowering opponent's accuracy by one level | |
| Outrage | DRG | 90 | 100 | 15 | Attack continuously for 2-3 turns, become confused once effects wear off | |
| Pain Split | NRM | - | 100 | 20 | Combines your HP with opponent's HP and splits them between you | |
| Pay Day | NRM | 40 | 100 | 20 | After a battle receive money equal to (your level) x (number of attacks) x 2 | |
| Peck | FLY | 35 | 100 | 35 | Normal attack | |
| Perish Song | NRM | - | - | 5 | Both Pokémon faint after 3 turns, substitution cancels the effect | |
| Petal Dance | GRS | 70 | 100 | 20 | Attack for 2-3 turns in a row, become confused once it wears off | |
| Pin Missile | BUG | 14 | 85 | 20 | Attack 2-5 times in a row in one turn | |
| Poison Gas | PSN | - | 55 | 40 | Poisons an opponent | |
| Poison Sting | PSN | 15 | 100 | 35 | 30% chance of poisoning an opponent | |
| Poisonpowder | PSN | - | 75 | 35 | Poisons an opponent | |
| Pound | NRM | 40 | 100 | 35 | Normal attack | |
| Powder Snow | ICE | 40 | 100 | 25 | 10% chance of freezing an opponent | |
| Present | NRM | - | 90 | 15 | May cause damage of 40, 80, 120 or may restore HP by 80 | |
| Protect | NRM | - | - | 10 | Ward off opponent's attack for one turn, success rate falls if used continuously | 17 |

# ABILITIES & ATTACKS

| ABILITY | TYPE | AT | AR | PP | EFFECT | TM/HM |
|---|---|---|---|---|---|---|
| Psybeam | PSY | 65 | 100 | 20 | 10% chance of confusing an opponent | |
| Psych Up | NRM | - | - | 10 | The helpful attacks your opponent uses also help you | 09 |
| Psychic | PSY | 90 | 100 | 10 | 10% chance of lowering opponent's special defense power by one level | 29 |
| Psywave | PSY | - | 80 | 15 | Power changes randomly—minimum value is one, maximum is your level x 1.5 | |
| Pursuit | DRK | 40 | 100 | 20 | Double damage to Pokémon if withdrawn while attack is in effect | |
| Quick Attack | NRM | 40 | 100 | 30 | Always attacks first | |
| Rage | NRM | 20 | 100 | 20 | If used consecutively, attack power increases when opponent's attack hits | |
| Rain Dance | WTR | - | - | 5 | Raise Water-type attack power for 5 turns | 18 |
| Rapid Spin | NRM | 20 | 100 | 40 | Escape from attacks multiple turns | |
| Razor Leaf | GRS | 55 | 95 | 25 | Good chance for a Critical Hit | |
| Razor Wind | NRM | 80 | 75 | 10 | Good chance for a Critical Hit | |
| Recover | NRM | - | - | 20 | Restores half of your maximum HP | |
| Reflect | PSY | - | - | 20 | Damage from attacks cut in half for 5 turns, even if Pokémon are substituted | |
| Rest | PSY | - | - | 10 | Restores all HP but puts you to sleep for 2 turns | 44 |
| Return | NRM | - | 100 | 20 | Power of attack increases with level of attachment of Pokémon to you | 27 |
| Reversal | FTG | - | 100 | 15 | The lower your remaining HP, the more damage it causes | |
| Roar | NRM | - | 100 | 20 | Ends battle with wild Pokémon, forces substitution in Trainer battle | 05 |
| Rock Slide | RCK | 75 | 90 | 10 | 30% chance of making an opponent back off | |
| Rock Smash | FTG | 20 | 100 | 15 | 50% chance of lowering opponent's defense by 1 level/breaks rocks | 08 |
| Rock Throw | RCK | 50 | 90 | 15 | Normal attack | |
| Rolling Kick | FTG | 60 | 85 | 15 | 30% chance of making an opponent back off | |
| Rollout | RCK | 30 | 90 | 20 | Attacks continuously for 5 turns with increasing damage/ends if attack misses | 04 |
| Sacred Fire | FIR | 100 | 95 | 5 | 50% chance of burning an opponent | |
| Safeguard | NRM | - | - | 25 | Prevents poison attacks for 5 turns, even if Pokémon are substituted | |
| Sand Storm | RCK | - | - | 10 | Causes damage to both Pokémon every turn, not Rock-, Steel- or Ground-types | 37 |
| Sand-Attack | GRD | - | 100 | 15 | Lowers opponent's accuracy by one level | |
| Scary Face | NRM | - | 90 | 10 | Lowers opponent's speed by 2 levels | |
| Scratch | NRM | 40 | 100 | 35 | Normal attack | |
| Screech | NRM | - | 85 | 40 | Lowers opponent's defense by 2 levels | |
| Seismic Toss | FTG | - | 100 | 20 | Causes damage equal to your level, regardless of ability | |
| Selfdestruct | NRM | 200 | 100 | 5 | After using, you will faint | |
| Shadow Ball | GHO | 80 | 100 | 15 | 20% chance of lowering an opponent's special defense by one level | 30 |
| Sharpen | NRM | - | - | 30 | Raises your attack power by one level | |
| Sing | NRM | - | 55 | 15 | Makes an opponent sleep | |
| Sketch | NRM | - | - | 1 | Replaces itself with the opponent's last attack, which remains after the battle | |
| Skull Bash | NRM | 100 | 100 | 15 | Builds up for one turn, attacks on second, defense increased by 1 level | |
| Sky Attack | FLY | 140 | 90 | 5 | Builds up for one turn and attacks on second, good chance for a Critical Hit | |
| Slam | NRM | 80 | 75 | 20 | Normal attack | |
| Slash | NRM | 70 | 100 | 20 | Good chance for a Critical Hit | |
| Sleep Powder | GRS | - | 75 | 15 | Puts opponent to sleep | |
| Sleep Talk | NRM | - | - | 10 | Attack randomly while sleeping | 35 |
| Sludge | PSN | 65 | 100 | 20 | 30% chance of poisoning an opponent | |
| Sludge Bomb | PSN | 90 | 100 | 10 | 30% chance of poisoning an opponent | 36 |
| Smog | PSN | 20 | 70 | 20 | 40% chance of poisoning an opponent | |
| Smokescreen | NRM | - | 100 | 20 | Lowers opponent's accuracy by 1 level | |
| Snore | NRM | 40 | 100 | 15 | 30% chance of making an opponent back off, but you must be asleep | 13 |
| Softboiled | NRM | - | 100 | 10 | Restores half HP/gives 1/5 of Chansey's HP to another of your Pokémon | |
| Solarbeam | GRS | 120 | 100 | 10 | Build up for one turn and attack on the second | 22 |
| Sonicboom | NRM | - | 90 | 20 | Causes 20 points of damage regardless of ability | |
| Spark | ELC | 65 | 100 | 20 | 30% chance of paralyzing opponent | |
| Spider Web | BUG | - | 100 | 10 | Prevents escape/prevents substitutions in Trainer battles | |

# ABILITIES & ATTACKS

| ABILITY | TYPE | AT | AR | PP | EFFECT | TM/HM |
|---|---|---|---|---|---|---|
| Spike Cannon | NRM | 20 | 100 | 15 | Attack 2-5 times consecutively in one turn | |
| Spikes | GRD | - | - | 20 | Causes damage every time opponent substitutes a Pokémon | |
| Spite | GHO | - | 100 | 10 | Lowers PP of opponent's last attack by 2-5 | |
| Splash | NRM | - | - | 40 | No effect | |
| Spore | GRS | - | 100 | 15 | Makes an opponent sleep | |
| Steel Wing | STL | 70 | 90 | 25 | 10% chance of raising your defensive power | 47 |
| Stomp | NRM | 65 | 100 | 20 | 30% chance of making an opponent back off | |
| Strength | NRM | 80 | 100 | 15 | Normal attack/moves rocks | HM 04 |
| String Shot | BUG | - | 95 | 40 | Lowers opponent's speed by 1 level | |
| Struggle | NRM | 50 | 100 | 1 | If used once all PP points are gone, you receive 1/4 of opponent's damage | |
| Stun Spore | GRS | - | 75 | 30 | Paralyzes opponent | |
| Submission | FTG | 80 | 80 | 25 | Receive 1/4 of damage caused to opponent | |
| Substitute | NRM | - | - | 10 | Uses 1/4 of maximum HP value and creates a decoy to take damage | |
| Sunny Day | FIR | - | - | 5 | Raises power of Fire-type attacks for 5 turns | 11 |
| Super Fang | NRM | - | 90 | 10 | Knocks opponent's HP to half | |
| Supersonic | NRM | - | 55 | 20 | Confuses an opponent | |
| Surf | WTR | 95 | 100 | 15 | Normal attack/can move across water | HM 03 |
| Swagger | NRM | - | 90 | 15 | Confuses an opponent but raises its attack by 2 levels | 34 |
| Sweet Kiss | NRM | - | 75 | 10 | Confuses an opponent | |
| Sweet Scent | NRM | - | 100 | 20 | Lowers an opponent's ability to evade by 1 level/makes wild Pokémon appear | 12 |
| Swift | NRM | 60 | - | 20 | Attack will always hit | 39 |
| Swords Dance | NRM | - | - | 30 | Raises your attack power by 2 levels | |
| Synthesis | GRS | - | - | 5 | Restores HP/effects depend on time of day | |
| Tackle | NRM | 35 | 95 | 35 | Normal attack | |
| Tail Whip | NRM | - | 100 | 30 | Lowers opponent's defensive power by one level | |
| Take Down | NRM | 90 | 85 | 20 | Receive 1/4 of damage caused to opponent | |
| Teleport | PSY | - | - | 20 | Can escape from wild battles/Go to the last Pokémon Center you visited | |
| Thief | DRK | 40 | 100 | 10 | Steals wild Pokémon's item/normal attack if it's not holding an item | 46 |
| Thrash | NRM | 90 | 100 | 20 | Attack for 2-3 turns successively, become confused once effects wear off | |
| Thunder | ELC | 120 | 70 | 10 | 30% chance of paralyzing an opponent | 25 |
| Thunder Wave | ELC | - | 100 | 20 | Paralyzes an opponent | |
| Thunderbolt | ELC | 95 | 100 | 15 | 10% chance of paralyzing an opponent | |
| Thunderpunch | ELC | 75 | 100 | 15 | 10% chance of paralyzing an opponent | 41 |
| Thundershock | ELC | 40 | 100 | 30 | 10% chance of paralyzing an opponent | |
| Toxic | PSN | - | 85 | 10 | Poisons an opponent, damage increases each turn | 06 |
| Transform | NRM | - | - | 10 | Change to same Pokémon as opponent with same attacks, all PP at 5 | |
| Tri Attack | NRM | 80 | 100 | 10 | 20% chance of either freezing, burning or paralyzing an opponent | |
| Triple Kick | FTG | 10 | 90 | 10 | Attacks 3 times in a row, damage increases each time | |
| Twineedle | BUG | 25 | 100 | 20 | Attacks twice in a row during one turn, 20% chance of poisioning opponent | |
| Twister | DRG | 40 | 100 | 20 | 20% chance of making an opponent back off | |
| Vicegrip | NRM | 55 | 100 | 30 | Normal attack | |
| Vine Whip | GRS | 35 | 100 | 10 | Normal attack | |
| Vital Throw | FTG | 70 | 100 | 10 | Independent of speed, attack turn will be second but a sure hit | |
| Water Gun | WTR | 40 | 100 | 25 | Normal attack | |
| Waterfall | WTR | 80 | 100 | 15 | Normal attack/can climb up waterfalls | HM 07 |
| Whirlpool | WTR | 15 | 70 | 15 | Prevents escape, continuously attack for 2-5 turns/can cross over whirlpools | HM 06 |
| Whirlwind | NRM | - | 100 | 20 | Ends battles with wild Pokémon, forces substitution in Trainer battles | |
| Wing Attack | FLY | 60 | 100 | 35 | Normal attack | |
| Withdraw | WTR | - | - | 40 | Raises your defensive power by one level | |
| Wrap | NRM | 15 | 85 | 20 | Prevents escape and lets you attack continuously for 2-5 turns | |
| Zap Cannon | ELC | 100 | 50 | 5 | If you hit an opponent it will always be paralyzed | 07 |

# Pokémon Locator

Pokémon are very territorial, so you won't just find them wandering out and about in random locations. Instead, you'll find them in very specific areas. The chart below lists the Pokémon you can catch in the game and where you should look for them. Locations colored in black indicate wild Pokémon. Areas colored in red indicate that you can collect the local Pokémon through a special situation that will occur there.

| POKéMON | AREA |
|---|---|
| ABRA | ROUTE 34, ROUTE 35, GOLDENROD CITY |
| AERODACTYL | ROUTE 14 |
| BEEDRILL | NATIONAL PARK |
| BELLSPROUT | ROUTE 31, ROUTE 32 |
| BUTTERFREE | NATIONAL PARK |
| CATERPIE | ROUTE 30, ROUTE 31, ILEX FOREST, NATIONAL PARK |
| CHIKORITA | NEW BARK TOWN |
| CYNDAQUIL | NEW BARK TOWN |
| DITTO | ROUTE 34, ROUTE 35 |
| DRATINI | GOLDENROD CITY, DRAGON DEN |
| DROWZEE | ROUTE 34, ROUTE 35 |
| EEVEE | GOLDENROD CITY, CELADON CITY |
| EKANS | ROUTE 32 (SILVER), ROUTE 33 (SILVER), GOLDENROD CITY (GOLD) |
| GASTLY | SPROUT TOWER |
| GEODUDE | UNION CAVE |
| GOLBAT | SLOWPOKE WELL |
| GROWLITHE | ROUTE 36, ROUTE 37 (GOLD ONLY) |
| HO-OH | TIN TOWER |
| HOOTHOOT | ROUTE 29, ROUTE 30, ROUTE 31, ROUTE 35, ROUTE 36, ROUTE 37, NATIONAL PARK |
| HOPPIP | ROUTE 32, ROUTE 33 |
| KAKUNA | ROUTE 30, ROUTE 31, ILEX FOREST, NATIONAL PARK |
| KOFFING | BURNED TOWER |
| LAPRAS | UNION CAVE |
| LEDYBA | ROUTE 30, ROUTE 31, ROUTE 37 (SILVER ONLY) |
| LUGIA | WHIRL ISLAND |
| MACHOP | GOLDENROD CITY |
| MAGMAR | BURNED TOWER |
| MAREEP | ROUTE 32 |
| METAPOD | ROUTE 30, ROUTE 31, ILEX FOREST, NATIONAL PARK |
| MR. MIME ♀ | CELADON CITY |
| NIDORAN ♂ | ROUTE 35, ROUTE 36 |
| NIDORAN | ROUTE 35, ROUTE 36 |
| ODDISH | ILEX FOREST |
| ONIX | VIOLET CITY, UNION CAVE |
| PARAS | ILEX FOREST, NATIONAL PARK |
| PIDGEOTTO | ROUTE 37 |
| PIDGEY | ROUTE 29, ROUTE 30, ROUTE 31, ROUTE 35, ROUTE 36, ROUTE 37, NATIONAL PARK |
| PINSIR | NATIONAL PARK |
| PORYGON | CELADON CITY |
| RAPIDASH | PEWTER CITY |
| RATICATE | BURNED TOWER |
| RATTATA | ROUTE 29, ROUTE 30, ROUTE 31, ROUTE 32, ROUTE 33, ROUTE 34, SPROUT TOWER, UNION CAVE, BURNED TOWER |
| RHYDON | BLACKTHORN CITY |
| SANDSHREW | UNION CAVE (GOLD), GOLDENROD CITY (SILVER) |
| SCYTHER | NATIONAL PARK |
| SENTRET | ROUTE 29 |
| SHUCKLE | CIANWOOD CITY |
| SLOWPOKE | SLOWPOKE WELL |
| SNORLAX | VERMILION CITY |
| SPEAROW | ROUTE 33 |
| SPINARAK | ROUTE 30, ROUTE 31, ROUTE 37 (GOLD ONLY) |
| STANTLER | ROUTE 36, ROUTE 37 |
| SUDOWOODO | ROUTE 36 |
| SUNKERN | NATIONAL PARK |
| TOGEPI | VIOLET CITY |
| TOTODILE | NEW BARK TOWN |
| TYROGUE | MT. MORTAR |
| UNOWN | RUINS OF ALPH |
| VENONAT | NATIONAL PARK |
| VOLTORB | OLIVINE CITY, ROUTE 10 |
| VULPIX | ROUTE 36, ROUTE 37 (SILVER ONLY) |
| WEEDLE | ROUTE 30, ROUTE 31, ILEX FOREST, NATIONAL PARK |
| WOOPER | ROUTE 32 |
| ZUBAT | ROUTE 32, ROUTE 33, UNION CAVE, SLOWPOKE WELL, ILEX FOREST, BURNED TOWER |

| COLOR KEY |
|---|
| WILD POKéMON |
| EVENT-RELATED POKéMON |

## POKéMON COMBAT CHART

In combat, type matters. The Pokémon's type and the attack type it's using and the type of Pokémon the attack is used against all factor in to the amount of damage an a attack will do. The chart shows how attack types measure up against Pokémon types. For example, a Dark-type attack will do half the usual damage when used on a Fighting-type Pokémon, while a Ghost-type attack will have no effect on Normal-types.

**ATTACK** Attack measures the power of physical attacks, which appear in orange on the chart.

**SPECIAL** Nonphysical attacks and your defense against them are measured by the Special rating. Special attacks appear in blue on the chart.

| | |
|---|---|
| x2 | Damage for + attacks |
| x2 | "Critical Hit" damage |
| x1.5 | Attack type is the same type as the Pokémon that's using it |
| x0.5 | Damage for − attacks |
| x0 | Damage for = attacks |

OPPONENT'S POKéMON TYPE

YOUR ATTACK TYPE

| | NORMAL | FIRE | WATER | ELECTRIC | GRASS | ICE | FIGHTING | POISON | GROUND | FLYING | PSYCHIC | BUG | ROCK | GHOST | DRAGON | DARK | STEEL |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| NORMAL | | | | | | | | | | | | | − | = | | | − |
| FIRE | | − | − | | + | + | | | | | | + | − | | − | | + |
| WATER | | + | − | | − | | | | + | | | | + | | − | | |
| ELECTRIC | | | + | − | − | | | | = | + | | | | | − | | |
| GRASS | | − | + | | − | | | − | + | − | | − | + | | − | | − |
| ICE | | − | − | | + | − | | | + | + | | | | | + | | − |
| FIGHTING | + | | | | | + | | − | | − | − | − | + | = | | + | + |
| POISON | | | | | + | | | − | − | | | | − | − | | | = |
| GROUND | | + | | + | − | | | + | | = | | − | + | | | | + |
| FLYING | | | | − | + | | + | | | | | + | − | | | | − |
| PSYCHIC | | | | | | | + | + | | | − | | | | | = | − |
| BUG | | − | | | + | | − | | | − | + | | | − | | + | − |
| ROCK | | + | | | | + | − | | − | + | | + | | | | | − |
| GHOST | = | | | | | | | | | | + | | | + | | − | − |
| DRAGON | | | | | | | | | | | | | | | + | | − |
| DARK | | | | | | | − | | | | + | | | + | | − | − |
| STEEL | | − | − | − | | + | | | | | | | + | | | | − |

## POKéMON INDEX

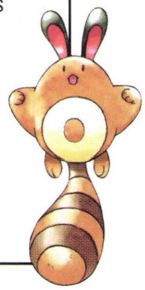
The list to the right shows the Player's Guide page numbers where you can find info on the Pokémon from the game. Pokémon names colored in green are new Pokémon, and if you flip to their page number, you'll find their stats detailed in a chart like the one explained below.

**#161 SENTRET** TYPE : NORMAL

The Pokémon's evolution is shown below its name, so a Sentret (#161) will evolve into a Furret (#162) when it reaches level 15.

**LEVEL 15 #162 FURRET NRM**

| Attacks | HMs |
|---|---|
| QUICK ATTACK | CUT |
| SLAM | SURF |
| REST | STRENGTH (#162) |
| AMNESIA | |



**ATTACKS**
The list of attacks is the recommended arsenal for the profiled Pokémon. Some attacks, like Strength in the example above, can be learned only after your Pokémon evolves.

**HMs**
To learn some attacks and HMs, a Pokémon may have to evolve to a new form, the number of which will appear in parentheses.

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NEW POKéMON

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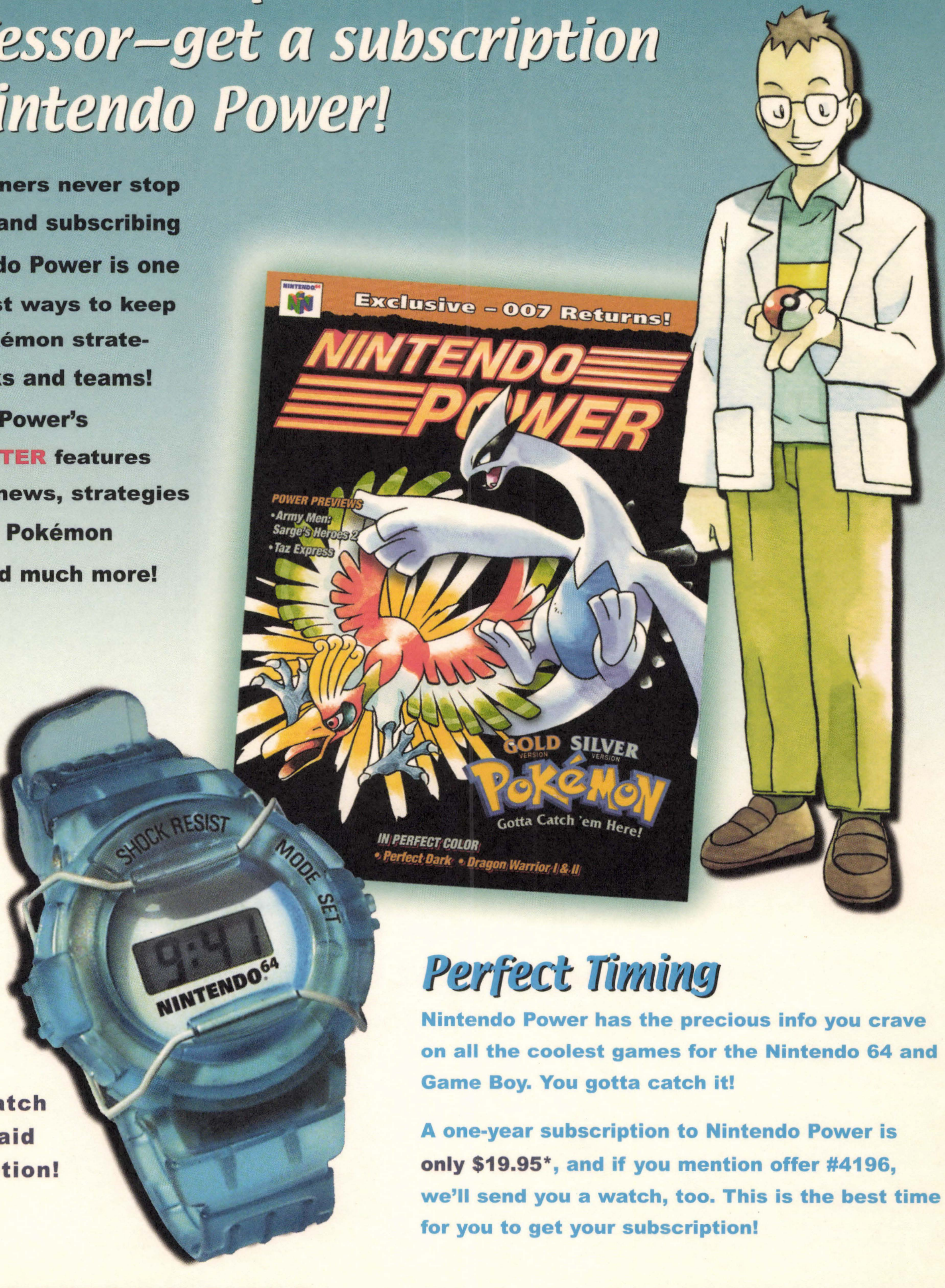
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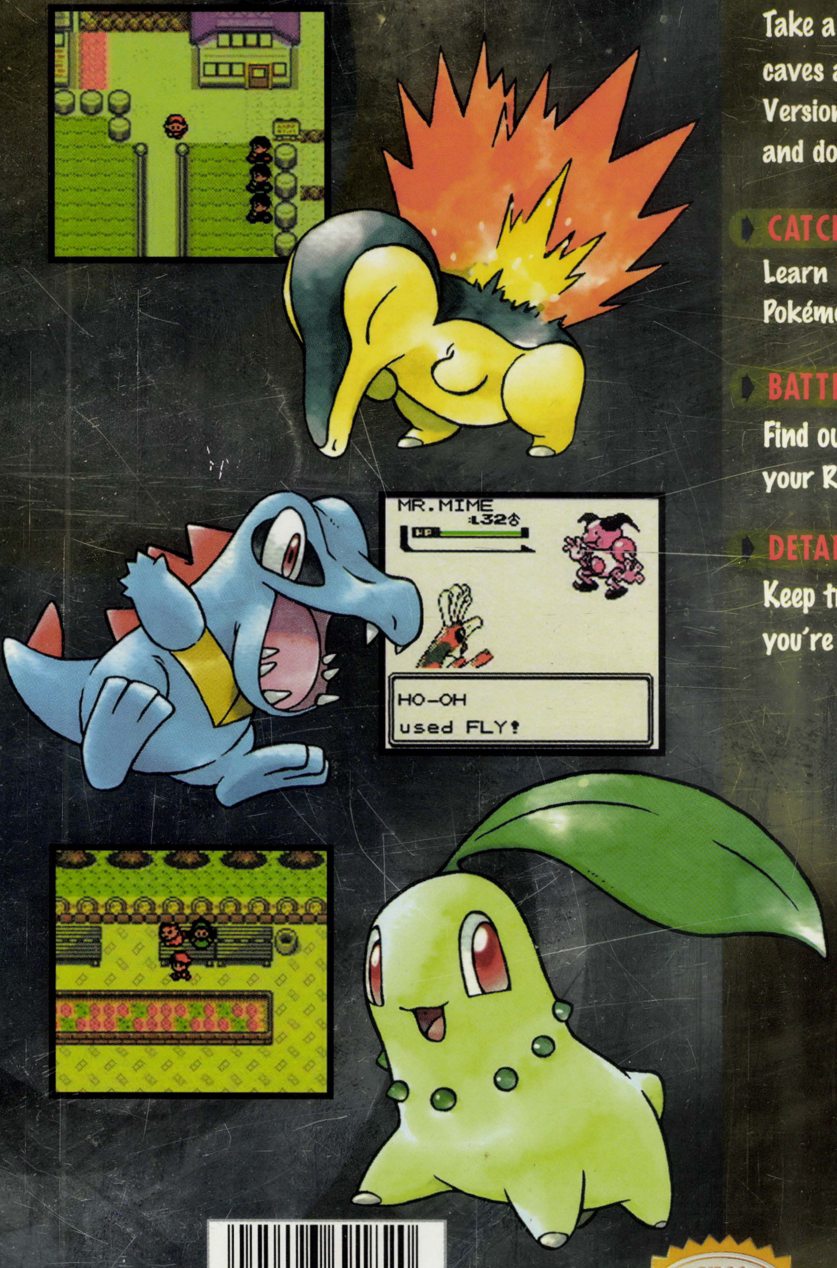

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